CINEMA PROGRAM

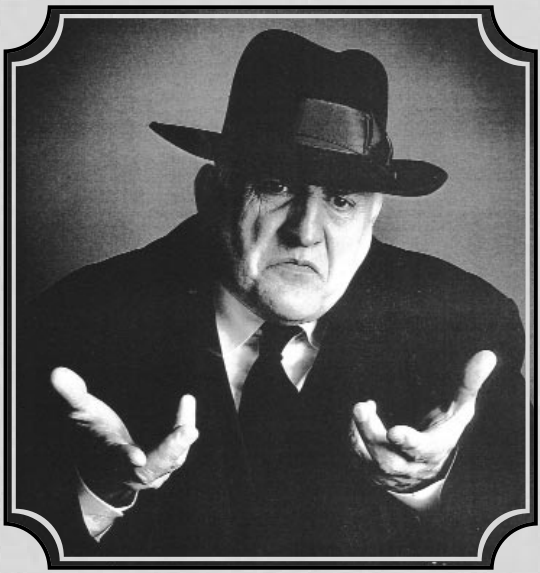
The Edition

No. Thursday, February 14, 1929 One Cent

EVENING EIDOS EDITION

GANGSTERS

CRIME DOES PAY...



WANNA BE A GANGSTER IN A CHICAGO STYLE CITY OF THE 1920'S?

Wanna control an underground organization dealing in extortion, illegal liquor, prostitution, violence, intimidation, gambling, gang warfare, bribery of officials, permanent elimination of individuals and a host of moneymaking activities?

Can you simultaneously maintain a decent and honest reputation on the surface by supporting good causes, helping the police and running legitimate businesses? Will you be able to meet the challenge of balancing these two personas to gain influence and control over the city?

Gangsters is a highly original game that blends together three major elements of successful strategy gaming; real-time game world, interaction man-management and business management.

The aim of this game is to build your gang and business empire to rule the city. To do this you will have to beat three other gangs operating in the city, and avoid arrest by the authorities. The specific win conditions balance a need to gain wealth, honour and influence.

Gangsters is set in a non-specific Chicago-like city in the 1920s called 'New Temperance'. The city, in which most of the in-game activity takes place, is viewed by an isometric multi-level map contained in the main window of a Windows 95 style environment.

MASSACRE

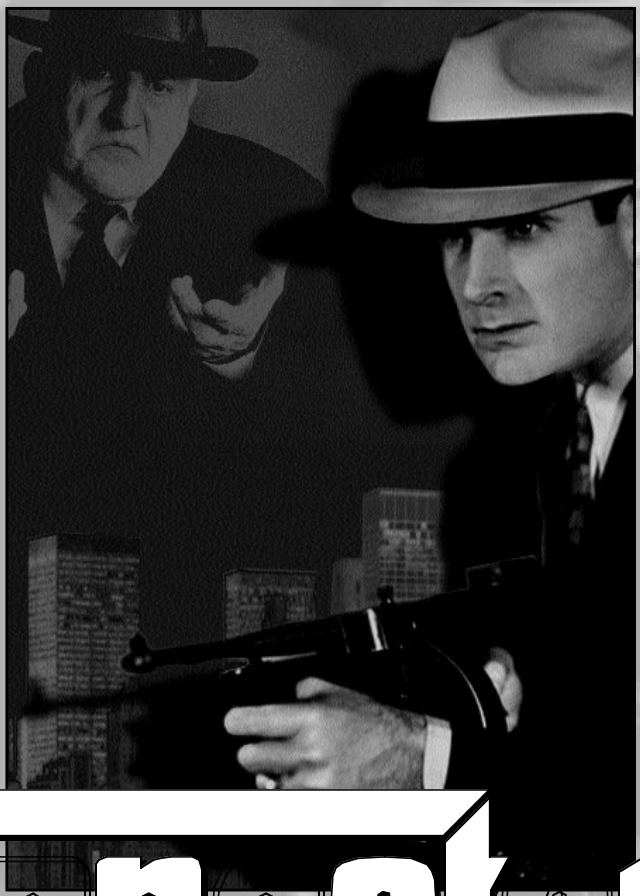
One February evening in North Chicago, seven well-dressed men were found riddled with bullets inside the S.M.C Cartage Co. garage. They had been lined up against a wall, with their backs to their executioners and shot to death. With the exception of Dr. Reinhardt H. Schwimmer these men were mobsters working under the leadership of gangster and bootlegger, "Bugs" Moran. Within a few seconds, while staring at a bare brick wall, these seven men had become a part of Valentine's Day history: the St. Valentine's Day Massacre.

[Continued back cover]

POLICE CORRUPTION?

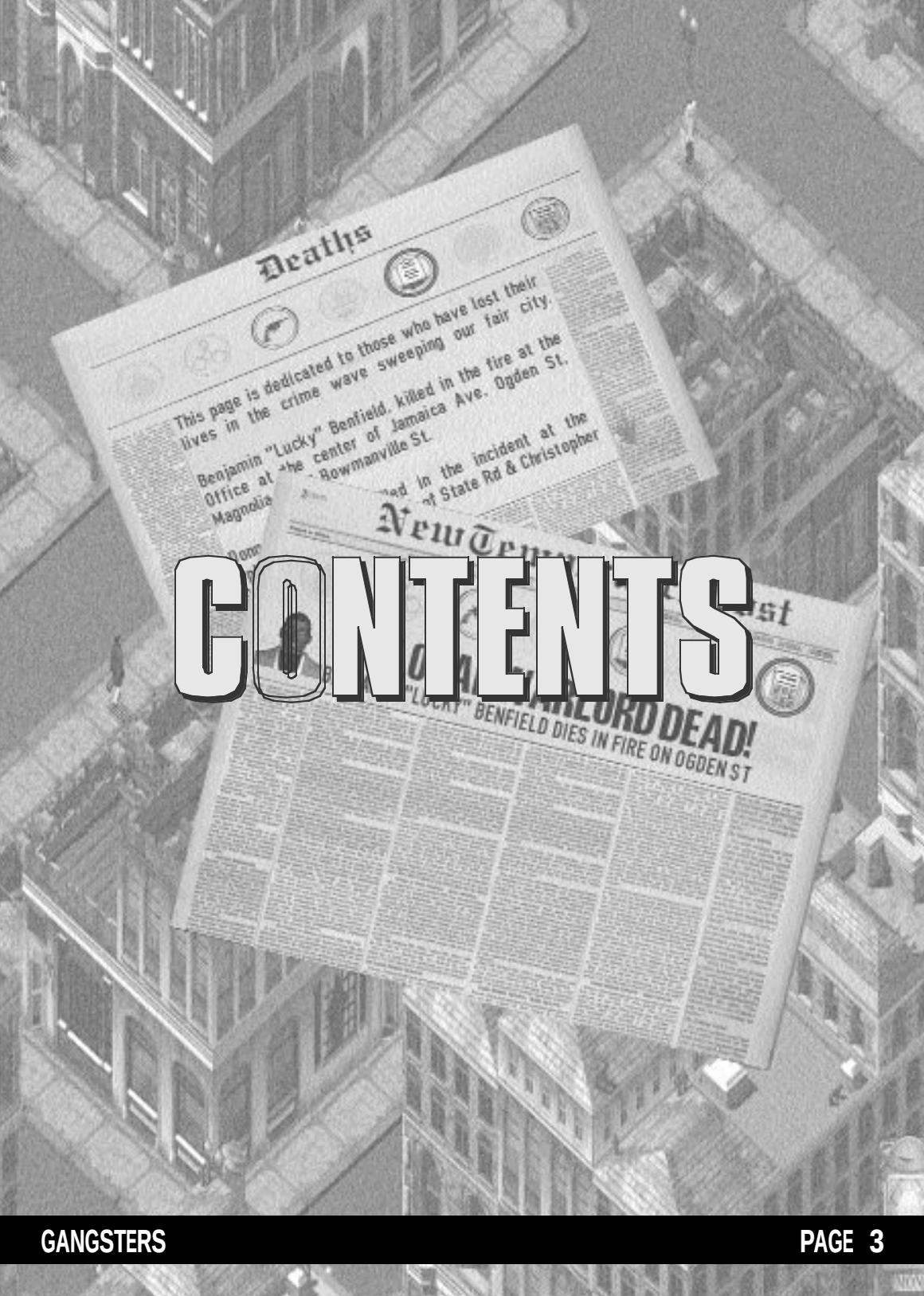
During the height of prohibition and the never-ending competition between gangster rivals Al "Scarface" Capone and George "Bugs" Moran, bloody warfare was nothing new to the authorities of Chicago. However, investigators on the scene found the Valentine's Day Massacre to be somewhat puzzling. The victims were mobsters, with an endless supply of weapons and well known capability for brutality.

HOW DOES THE BANK SURVIVE? • WHO'S IN CHARGE OF THE CITY? • WHERE CAN YOU GET YOUR WEAPONS FROM? IT'S ALL INSIDE!



Gangsters

ORGANIZED CRIME


Deaths
This page is dedicated to those who have lost their lives in the crime wave sweeping our fair city.
Benjamin "Lucky" Benfield, killed in the fire at the Office at the center of Jamaica Ave. Ogden St. Magnolia - Bowmanville St.
New
"LUCKY" BENFIELD DIES IN FIRE ON OGDEN ST

CONTENTS

BEFORE YOU READ ON YOU BETTER CHECK THIS

HEALTH WARNING

EPILEPSY WARNING

Please read before using this computer game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain computer games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of computer games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a computer game.

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New Tenn
BENJAMIN "LUCKY" BENFIELD DIES IN FIRE ON OGDEN ST

INTRODUCTION

INTRODUCTION

Welcome to New Temperance, a city of opportunity at the heart of America. The right opportunity, for the right kind of person.

For the last 11 years, since the ratification of the 18th Amendment enforced the ban on the production and sale of alcohol, New Temperance has been a liquor free city. The crime rate is the lowest within the state, thanks to effective policing and the strong, sober, sense of community that has existed ever since the settlers first halted their covered wagons and decided to call this place home.

Money is plentiful, and industry strong.

The parks and rivers are clean, and the air is sweet. Everyone is neighbourly, and children still respect their elders.

But things are about to change….

This city has been overlooked by the bootleggers, whilst Chicago and other cities have been drowned in illegal liquor. But do not spend too much time congratulating yourself in finding this gold mine; others have undoubtedly come to the same conclusion. Even now they are putting down roots in the city, building the strength to take control of areas of the city that could so easily be yours.

It's time to get out there, and show them who's Boss.

GAME OVERVIEW

In Gangsters, your goal as a new mobster is to become the city's crime overlord. You take the role of one of four rival Gang Leaders. Each one starts off in a different quarter of the city and has the task of eliminating the competition!

The game has two main sections: the **Gang Organizer** and the **Working Week**.

The **Gang Organizer** is where you organize your teams, view city information and give orders to your Gang. The **Working Week** is where you see the results of the orders, look for new targets and take immediate action against any intruders.

INSTALLING GANGSTERS

Insert the Gangsters CD into your CD-ROM drive. If autorun is enabled, Gangsters will automatically take you into the Autoplay Screen.

- Click on the Install button, then follow the on-screen instructions as directed.
- If the Autoplay feature has been disabled, double click on the CD-ROM drive icon from My Computer, and select Setup.Now.Exe Once installed, Gangsters will appear in the Program Group on the Start Menu.

PLAYING GANGSTERS

To play Gangsters, place the CD into its drive.

- Once the Autoplay screen has loaded, click on the **Install Game** button.
- If Autoplay is disabled, or the computer was turned on with the CD already in its drive, click on the Start Menu button, then select the Programs Group and click on Gangsters.

Alternatively, open the Hothouse Creations folder, situated in My Computer \ C \ Program Files, and double click on the Gangsters icon.

ABOUT THIS MANUAL

This manual is divided into three sections:

TUTORIALS

These have been written for people who are experiencing their first outing to New Temperance. There are four tutorials, which guide through important stages of the game:

- The Gang Organizer
- The Working Week
- Expanding further
- Action in the Working Week

REFERENCE GUIDE

The reference guide allows you to look up information as you play the game. This section contains details of all the options available to the player, and is designed to help you navigate the screens and the city as quickly as possible.

APPENDICES

Appendices at the back of the manual contain other useful information.

QUICK START

It is strongly recommended that you start by working through the tutorials.

TO LOAD A TUTORIAL

- Click on **Tutorials** in the **Main Menu**.
- Click on a tutorial in the **Tutorials Screen**.
- Click on **Load Tutorial**.

If you want to start a new game immediately, this can be done from the **Main Menu**.

TO START A NEW GAME

- Click on **New Game** in the **Main Menu**.
- Click on **Start Game**.

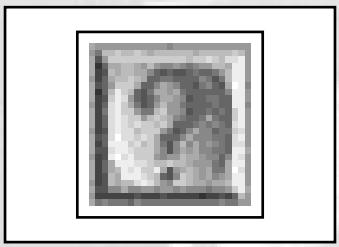
If you start a new game in the way described above, you will begin with the following settings:

1. The game will be a full game.
   The winner is the first to eliminate the other Gang Leaders, become Mayor or Go Straight.
2. Your name and face will be taken from the last stored face. If you have not played Gangsters before, this face will be random.
3. All opponents will be set to a random difficulty.
4. You will start the game with one office and a suitable front.
5. Your team will consist of six hoods.
   One will be placed into the front, two into a team and the remainder placed in the pool.
6. You will possess one car, and three pistols.
7. Your bank balance will be $6000.

USING HELP

Help is available throughout Gangsters. Depending on which screen you are currently viewing, the help button is available in one of three places:

- In the **Gang Organizer**, the help button is a question mark, located in the top right corner.
- In the **Working Week**, the help button is a question mark, located on the icon bar.
- Clicking on the help button attaches a question mark to the mouse cursor.



The next time you click on an object, help for that object will appear. For quick reference, you will find that all items are tool tipped.

CONTROL CONVENTIONS

Throughout this manual, you will find terms used to describe the mouse actions. These are:

CLICK
Move the mouse cursor over an object and press the Left Mouse Button (LMB).

RIGHT CLICK
Move the mouse cursor over an object and press the Right Mouse Button (RMB).

DOUBLE CLICK
Move the mouse cursor over an object, and pressing the LMB twice in quick succession.

DRAG AND DROP
Certain features of the game allow you to "drag and drop" objects from one group or area to another.

- **DRAG**

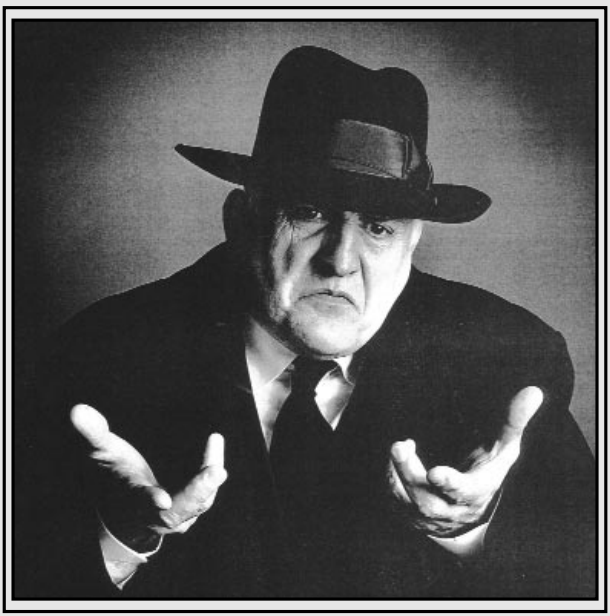
Place the mouse cursor over the object to be moved, then click and hold down the LMB. While the LMB is held down, the object will move as the mouse cursor.

- **DROP**

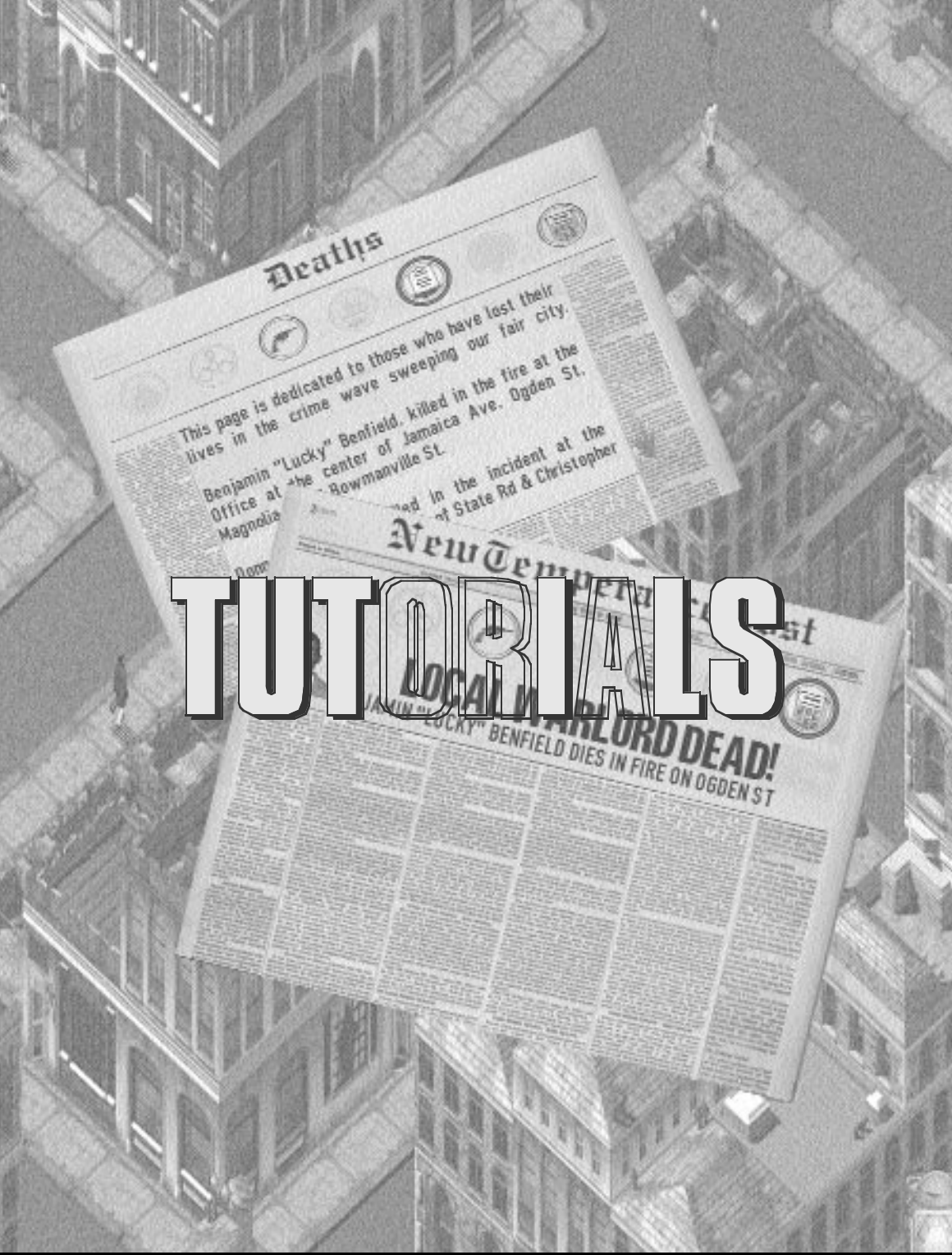
To drop an object, release the LMB when the object and mouse cursor are over the destination.

BOUND
You may be asked to select an area of the City Map, which may be performed either by "clicking" on individual items, or by "Bounding" an area. To do this, move the mouse cursor to the corner of the area to be selected and press the LMB. Then, with the LMB held down, move the cursor diagonally to cover the desired area. Release the mouse button to finalise the selection.
To cancel a selection, repeat the process or click on blocks.

MURDER



HAVE YOU SEEN, HEARD... ANYTHING?
CALL YOUR NEAREST POLICE STATION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New Temperance Herald
LOCAL WARLORD DEAD!
BENFIELD DIES IN FIRE ON OGDEN ST

TUTORIALS

TUTORIALS

TUTORIALS

In the tutorials, you will look at getting your criminal empire started, and look at some of the game's features that you will need to use later on.

- TUTORIAL ONE: THE GANG ORGANIZER.
  An introduction to the Gang Organizer and the first week's orders.
- TUTORIAL TWO: THE FIRST WORKING WEEK.
  Watching your Gang's progress.
- TUTORIAL THREE: EXPANDING FURTHER.
  Empire expansion and preparing for conflict.
- TUTORIAL FOUR: ACTION IN THE WORKING WEEK.
  Keeping an eye open for events, and how to use the Street Orders.

Each tutorial can be loaded separately, or you can run through Tutorial 2 by continuing with Tutorial 1. Tutorial 4 can also be played by completing Tutorial 3.

LOADING A TUTORIAL

To load a tutorial, follow the instructions below:

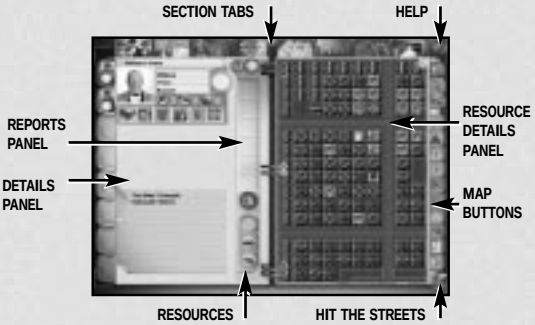
- Click on the **Tutorials** button, from the Main Menu.
  You will now see the **Tutorials** Screen. The tutorials are titled "Tutorial 1" through to "Tutorial 4".

- Click on the desired tutorial.
  Information about the tutorial will now be displayed in the window at the bottom of the screen.

- Click on the **Load** button.
  The game will now take a few moments to construct the city, depending on the speed of your computer.

TUTORIAL 1: THE GANG ORGANIZER

In this first tutorial, you will look at the **Gang Organizer**, and give the first week's orders to get your empire started.



The **Gang Organizer** takes the form of a journal, such as might be owned by any respected gentleman of the 1920s. When you first see it, it will be on the **Newspaper**, where you can see the headline heralding the arrival of crime in New Temperance.

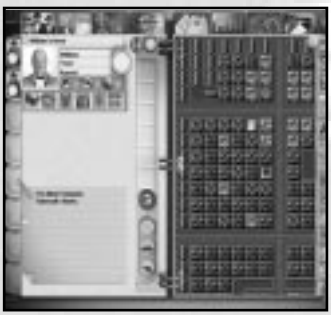
Before giving any orders, you will perform three quick routines:

- Team check
- Territory check
- Finance check

These quick checks should be done regularly, since they help you spot at a glance if there are any problems concerning your hoods, the situation in the city and your financial situation.

To do these checks, you need to access the **Lieutenant's Section.**

- Click on the Lieutenant Section Tab.



You will now see the **Lieutenant's Section** of the Gang Organizer. From here you can perform the three checks mentioned above.

TEAM CHECK

The **Team Check** takes stock of the people in your Gang. You will see a character's face and name at the top left of the page. This is William "Fury" Kassel, your first Lieutenant. The team name above Kassel's own name shows that he is to be in charge of your first "Protection" racket.

Looking at the indicators below Kassel's name, you will notice the following:

- Kassel has two hoods in his team, (these are Domingo "The Mule" Diangelo and Ezekiel "Sidewalk" Marks) their names will be visible at the bottom of the page.
- Kassel has three weapons.
- Kassel has one vehicle.

Now you have looked at Kassel, you need to check your other Lieutenant.

- Click on the second Lieutenant Tab, situated on the left side of the page.

This is Connall "Tiepin" Dolan. If you look at the team name, it simply indicates that he is in control of "Connall's team".

Unlike Kassel, Dolan is not in charge of anyone but does have a weapon.

RENAMING A TEAM

You need to make Dolan responsible for recruiting, and name his team accordingly.

- Click in the team name box.
- Delete the team name currently in place and type in the word "recruiting".
- Hit **Return**.

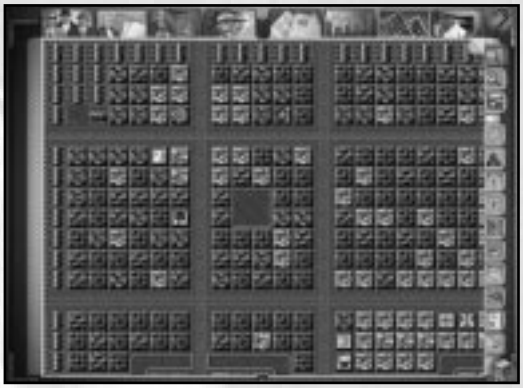
You have now appropriately renamed Dolan's team. This acts as an instant reminder of the role for which Dolan has been made a Lieutenant.

Now that you have performed a team check, you will perform a **Territory Check**.

TERRITORY CHECK

Checking your territory regularly helps you keep an overview of where you are situated, where key sites are, and how large your empire has grown. The first thing you need to do is switch to the **Maps**.

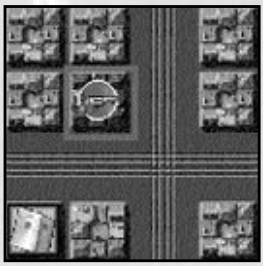
- Click on the seventh Section Tab; **Maps**.



You will now be viewing the **City Plan** map, full screen. This map shows the city from the highest possible altitude.

Your Headquarters can be seen in the top left of the map, marked by the pistol icon.

- Click the fourth button on the right side of the map, marked **Territory**.



A red outline will appear around the block that your Headquarters is situated on. This red outline shows your territory, blocks on which you either own or protect a business.

- Hold down the right-mouse-button, and move the mouse. This scrolls the map. You do not have to move the pointer to the edge of the map; the map moves around the pointer, wherever it is positioned.
- Scroll the map, then return back to your Headquarters.

You will not have been able to see any of the territories of your opponents since you do not know the location of any of their Headquarters, or any businesses they control. This situation will change as the game progresses.

When you have finished looking around the map, you will perform a **Finance Check**.

FINANCE CHECK

The **Finance Check** allows you to keep track of your income and expenditure.

- Click on the Accountant Section Tab.

The **Accountant Section** will appear. Even though you do not have an accountant, you can still view your Finances page. This page gives details of the money that has come in and gone out in the last week. Currently, this will show the following:

- A legal income from a Removals Company that you own.
- A small loss showing for the illegal income. This is due to the costs of your Headquarters.
- The substantial cost of approximately $750 in wages for your five Gang members. (There is also a hood running the Removals Company. You will look at the details of this hood in the second tutorial.)

In the bottom half of the page is the summary of your finances. This shows tax details, along with your total cash and assets. As you can see, you have $6000 in cash. Although you have plenty of cash for now, the negative profit figure above the tax details shows that you are running at a loss. You need to start making money, or you will soon go bankrupt. Now that you know your current personnel, territory and financial status, you can start planning orders to make gains in all three areas.

GIVING ORDERS

Before giving any orders, it is essential to decide exactly what to do. There will usually be more to do than time and manpower allows. You must prioritise your orders. In this case, it is essential you increase your income and desirable that you expand your personnel and territory, while securing your current area.

To do this, you must give your hoods the following orders:

- Recruit
- Extort
- Patrol

RECRUITING GANG MEMBERS

The **Recruit** order will be used to increase the number of people in your team. At this stage of the game, you will be looking only to increase the number of hoods in your Gang. Later in the game it is possible to recruit Accountants and Lawyers. The task of recruiting will be given to Dolan, the Lieutenant of the "Recruiting" team.

- Click on the **Lieutenant's Section Tab**.
- Click on the second **Lieutenant Tab**.

This makes Dolan the selected Lieutenant.

- Click on the **Orders** button.

This changes the **Reports Panel** to the **Orders Panel**. The **Orders Panel** shows the four order types available to your Lieutenants:

- Business Orders.

- Personnel Orders.

- Minor Crimes.

- Violent Crimes.

- Click on the button marked **Personnel Orders**.

The **Right Panel** changes, to show the available **Personnel Orders**.

- Click on the **Recruit** button.

A job card appears, with the order to "recruit" a hood and asking you to select the required territory or hood. You will see that a number of blocks on the map are highlighted in blue. These are all the pool halls and gyms in the city, along with the Labour Exchange and the Docks. These are all the sites from which you can recruit hoods.

A set of three buttons at the bottom of the Right Insert allows you to select the character type you wish to recruit:

- Accountant

- Lawyer

- Hoods

The default is always to recruit hoods. This is what you require, so no action further need be taken here.

- Click the highlighted block two above your Headquarters. Also click on the highlighted block across the main road.

These blocks will turn red, to indicate that they have been selected.

- Click on the **Confirm Order** button on the job card.

The Time Indicator, to the right of Dolan's name, is partially filled with red. This shows that he thinks the recruit order will take almost half the week. A miniature version of this indicator has appeared on Dolan's Lieutenant Tab, on the left. Now that you have taken steps to recruit some more hoods, the next step is to **Extort** some businesses and start the protection racket.

EXTORTING

By using **Extortion**, you can collect protection money. You will also increase your **Territory**, since every block partially or wholly extorted becomes part of your Territory.

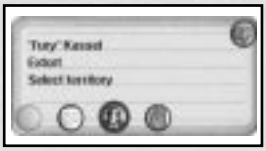
- Click on the first Lieutenant Tab, to select Kassel.

You will now have Kassel as your selected Lieutenant.

- Click on the **Minor Crimes** button.

The **Right Panel** will change to show the minor crimes that you can perform.

- Click on the **Extort** button.



A new job card will appear on the left side, below Kassel's face and name. This card shows Kassel's name, and the fact that you are giving an "Extort" order. The job card also prompts you to select the territory for the order. You will notice that the majority of the blocks on the map have changed to a **blue** color. This color denotes the blocks that are available for extortion, currently most of the city!

HINT

While you can select anywhere in the city, it is advisable to stay close to your current territory. The further afield you try to extort, the greater the chance of a business owner rejecting your attempts. They might even inform the police about your hood, which is known as "squealing".

You are now going to define the area for extortion. This will be the block that your headquarters is on, plus those to the North, West and Northwest, forming an area 2 blocks square.

- Bound an area around the four blocks.

You will see that the blocks are highlighted in red.

- Click on the **manpower button**, to raise the manpower level to two.
- Click on the **Confirm Order** button on the job card.

The Time Indicator, to the right of Kassel's name, is filled approximately half way around with red. This shows that he thinks the extortion of the area selected will take two people half the week. You will also see that a miniature version of this indicator has appeared on Kassel's Lieutenant Tab, on the left. You can now see at a glance which Lieutenants have been given orders, and which can be given extra tasks. Now that you have given the order to start the protection racket, the last remaining order is to instruct a hood to **Patrol** your current territory.

PATROLLING

The **Patrol** order will **secure** your territory, by having a hood constantly walking around the block. As Dolan has already been given a task, and one of Kassel's team is still free, you will give the patrol order to Kassel.

- Click on **Personnel Orders**, in the **Orders Panel**.
- Click on the **Patrol** button.

Your territory will already be highlighted, and the job card will state "Territory selected". This is because the area has already been allocated to Kassel. (See Tutorial 3 for further details of allocating Lieutenant's Area.)

- Click on **Confirm Order**, on the job card.

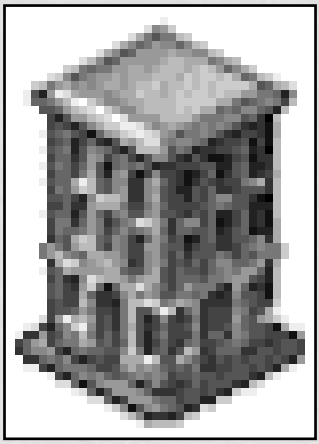
Having given these orders, you will have covered all the requirements for the week. You will now take the step that normally follows the completion of orders; **Hitting the Streets**.

HIT THE STREETS!

Hitting the Streets is the final step to sending your Gang members out on their tasks. It is also the final step of this tutorial, for once you click on this button you will be starting Tutorial 2; the First Working Week.

- Click on the button at the bottom right, labelled

Hit the Streets!



TUTORIAL 2:

THE FIRST WORKING WEEK

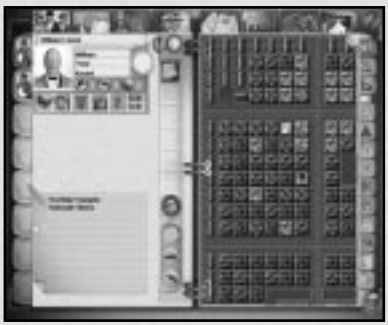
In this tutorial, you will run through the basic parts of the Working Week. This will involve looking at what is going on in the city, and finding your way around the city easily.

The **Working Week** is the part of the game where your Gang members go out on their jobs. These errands can be anything from opening businesses and making donations, to collecting protection money and killing people who get in your way. **Street Orders** are also available for use in the week, allowing you to divert patrols and other members of your Gang to intercept intruders or any other people that you want killed or hurt.

Before you can achieve any of this, you need to be proficient in the basic control and manipulation of the maps and windows available in the Working Week.

If you are entering this tutorial from **Tutorial 1**, please begin at the steps under the heading "**The Start of the Working Week**". If you have loaded **Tutorial 2** from the **Tutorials Screen**, You will be viewing the **Gang Organizer**.

Before **Hitting the Streets**, you may like to perform the checks as covered in **Tutorial 1**:



- **Team Check**
- **Territory Check**
- **Finance Check**

If you need help with these, please refer to Tutorial 1.

You might also like to check your Lieutenant's orders.

- Click on the **This Week's Orders** button in the **Reports Panel**.

You will now see a rolodex appear at the bottom left of the page. The rolodex gives the names of people who have been given orders, what their orders are, and any target that may have been selected. The map will also highlight areas selected for orders.

To see the other orders that have been given, you need to cycle through the cards on the rolodex.

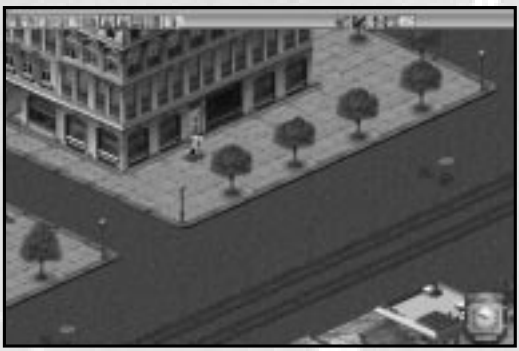
- Click on the **Next** and **Previous Orders** arrows on the rolodex

Once you are satisfied with your position, the next thing to do is to **Hit the Streets**. This is where you will see your hoods attempt to fulfil the orders they were given in the Gang Organizer. Now that you are familiar with your situation, you can now **Hit the Streets**.

- Click on the button at the bottom right, labelled **Hit the Streets!**.

After the enemy Gangs have planned their actions, you will be taken into the city.

THE START OF THE WORKING WEEK



The **Street View** will appear. Pause the game, so that you can take a look around at your own leisure.

- Click on the first icon in the icon bar, labelled **Pause**.

The game will stop running, although you will still be able to perform other actions such as scrolling and locating your base. Being able to locate your base quickly is essential, as attacks on your Headquarters need prompt responses from both you and your hoods.

- Click on the button in the icon bar, labelled **Center on Headquarters**.

If you have scrolled away from your Headquarters, you will be taken back immediately. If you have not moved the screen, there will be no visible changes.

VIEWING BUILDING DETAILS

The block that is directly in the center of your view is the one where your Headquarters are located. Your Removals Company is also on this block.

- Double click on the center location of the block.

This will open a **Building Details Window**, displaying your **Office**. You will notice that your face and name are displayed. You will also see how much money you have, along with other details. When you have finished looking at the details of your office, look at the Removals Company.

- Close the Office window, by clicking on the **X** at the top left of the window.
- Click on the building at the bottom of the block.

This is part of the **Removals Company** that occupies the whole side of the block. You will see a small box stating that the business is a Removals Company.

- Click on the box containing the words "**Removals Company**".

The Building Details Window for the Removals Company shows that this business belongs to you and is the "Front" for your office: All people who wish to enter or leave your office must do so through here. The window shows that the site is being run by Lech "Artful" Marivich, who is one of your hoods. You are also shown how much money the site has made, how much the site is worth, and what its market conditions are.

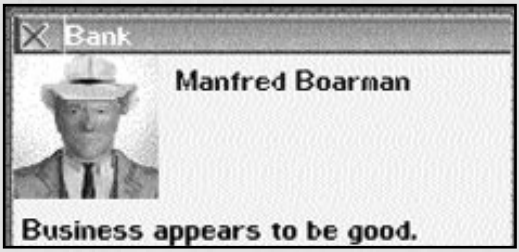
- Close the window, by clicking on the **X** at the top left of the window.

Different buildings give different levels of information, based on how involved with them you are; your own buildings give full detail, those you have no involvement with show scant details.

- Open and Close different Building Details Windows around the area.

During the week, this is a method of spotting potential extortion or robbery targets. The clothes of the person running a business are reflective of their income.

- Open a Building Details Window on the **Small Bank**.



This is situated one block to the East, just across the main road from your Headquarters. Notice that the manager of the bank is wearing a suit. This, with the fact that the bank is a fairly large building, means that it should produce a lucrative income for either protection or robbery. Checking potential targets is a process that you should perform whenever possible. Some targets, such as banks, can have a police guard, so it is vital that you know the situation before you send your hoods there.

Having looked around the places in the immediate area, you can now look at moving around the city in greater steps. This will be performed using scrolling and the different map levels. Becoming effective at moving around the city is a vital part of Gangsters. Fleeting sights of people can save your hoods, your businesses and even your own life.

SCROLLING

To scroll the map

- Click and hold the RMB.
- Move the mouse in the direction required.

If you wish to locate your Headquarters again

- Click on the button in the icon bar, labelled **Center on Headquarters**.

Try scrolling around the map over reasonable distances, then finding your way back again, using both scrolling and the **Center on Headquarters** button. You can also try scrolling to and from other notable landmarks, such as bridges, parks or prominent buildings.

The more confident you become at navigating distances and finding people and places just by the "feel" of the city, the more effective you will be at finding your own people and places. This will help enormously when you are in combat, or have enemy hoods intruding on your territory.

Once you are happy with scrolling around this level, you can begin moving between the different map levels.

CHANGING MAP LEVELS

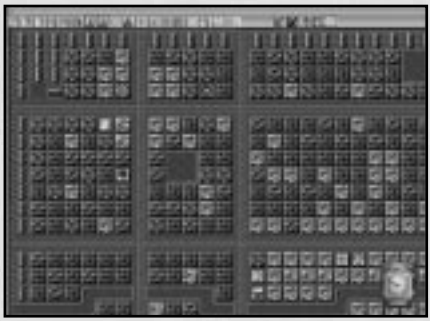
In the week, you are able to zoom in and out to any map level you wish. This helps with the navigation of greater distances than can be comfortably achieved within the Street View, and can also help with monitoring your hoods.

Changing maps is achieved by using the three zoom buttons in the icon bar. These three buttons all have the picture of a magnifying glass on them, and have a single letter to denote the level to which the button will take you:

- L (Low magnification): The **City Plan**
- M (Medium magnification): The **Rooftop View**
- H (High magnification): The **Street View**

The button for the level you are currently on is never displayed, to avoid accidental selection.

- Click on the **City Plan** button.

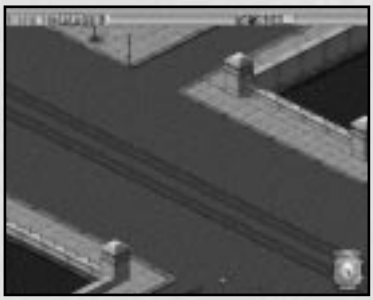


The view will change to show the **City Plan**. If you have already run through Tutorial 1, you will notice that this map is identical to the one that is in the Gang Organizer.

A small frame will briefly flash on the map. This signifies the area you were viewing in the previous map level.

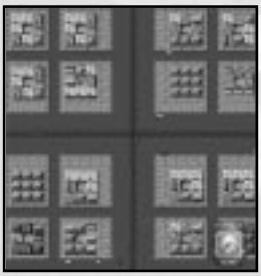
You are going to use this map for a quick move of viewpoint, from one side of the city to the other. This becomes very useful for performing quick checks on vital points within the city.

- Scroll the map, until you find the bridge furthest to the right of the city.
- Click on the button for the **Street View**.
- Click on the bridge.



The view will change back to the Street View, with the bridge displayed. Try scrolling around the map, and zooming from one level to another; the aim of this exercise is for you to become proficient at moving around the city. Now that you are familiar with scrolling and zooming as an aid to quick navigation, you are going to take a look at the city itself. Before doing this, make sure that you have done the following:

- Close any **Building Details Windows** that you have open.
- Change the map to the **Rooftop View**.
- **Center** the map on your **Headquarters**.



These actions will result in you seeing a view similar to the one shown in the picture above. You are in the **Rooftop View**. This allows us to view people and buildings and covers a larger area than the **Street View**. Now that you are in the correct place, you can take a look at what is happening. To do this, you need to start time passing again.

- Click on the **Pause** button.

The cars and people in the city will start moving. People are shown as colored dots. Some of the dots will be dark blue, the remainder shades of brown. The brown people are normal citizens, whilst the dark blue dots are police officers.

After a few seconds, you will see some red dots appear out of your Removals Company. These are **your hoods**, who are on their way to perform the orders they were given in the Gang Organizer.

Now your hoods are out on the streets, you can look at ways of monitoring their progress.

USING TAGGED WINDOWS

To keep an eye on your people, you can use **Tagged Windows**. Tagged Windows are small display panels that follow your Gang members, tell you what orders they are currently performing and also allow you to give some directions to the individuals.

Click on the button marked **Tagged Characters**.

A window will appear, listing the names of the people from your Gang that are currently out on the streets and showing the weapons that they are carrying. The names that are positioned right to the left are your lieutenants and those slightly indented are the hoods working below them.

Click on the button in the window, marked **Orders**.

This changes the list to show the activities of the hoods, which will reflect the four tasks allocated in the **Gang Organizer**. The two names shown are the names of your two lieutenants and the tasks beneath each of the names are the orders they have been given. Open a window on one of the hoods performing the **extortion** order, so that you can follow him as he carries out his task.

Click on the word **Extorting** in the window.

A **Tagged Window** will appear. In the window, you will see a number of buttons plus the name of the hood in the icon bar at the top. The hood will appear in the main part of the window, in a small section of the Street View. The word “Extorting” shows the current activity of the hood. You can watch your hood walk in and out of each building, as he visits each site nominated for extortion.

The Tagged Windows can display either the Rooftop or Street View, whilst the windows themselves can be used in any of the three available views. There is no limit to where or when you can use Tagged Windows during the Working Week.

You will now look at one of the combinations of views available, so that you can see the difference more than one perspective makes.

To change the view of the window

Click on the second button in the Tagged Window, labelled **Change View**.

This changes the view within the Tagged Window to that of the **Rooftop View**. You will see that your hood is surrounded in the window by a flashing square. This makes it easier to see exactly where your hood is in the window, which is especially useful if he or she is within either a crowd or a building.

Click on the **Change View** button again.

This takes the Tagged Window back to the Street View. You now need to find exactly where your hood is in the city.

Click on the first button in the Tagged Window, labelled **Center View**.

The Main Window will now instantly scroll until the hood is positioned centrally in the map. There are other options associated with the Tagged Windows, but the two covered above are the most important for finding and orientating any of your hoods. You will find that different situations demand different window combinations. Using the Tagged Window in Street View and the Main Window in the Rooftop View is probably best for monitoring, whilst the other way around is more useful for combat.

THE CLOCK

Now you are familiar with moving around the map and monitoring your hoods, you can take a look at the uses of the **Clock**, situated at the bottom right of the Main Window.

The **Clock** runs from Monday through Friday, when the week will end. The clock can also be used to **accelerate time**.

Click on the **right shoulder** of the clock.

The needle at the top of the clock will move a fraction to the right, and the speed of both the clock hand and the activity on screen will increase noticeably.

Click on the **left shoulder** of the clock.

The needle and the on-screen activity will slow down again.

The right and left shoulders of the clock are used to **accelerate** and **decelerate** time respectively. You can also use the less than and greater than keys, < and >. For now, you can happily accelerate the week to its conclusion.

Click four times on the right shoulder of the clock.

The needle will be positioned far to the right of the dial at the top, and the hands of the clock will have disappeared. The game is now running at its fastest possible speed. Leave the game running at this speed, until the week has concluded.

This is the end of the second tutorial.

Click on the **OK** button in this window to take you out of this tutorial, and back to the **Tutorials Screen**.

You should now be comfortable with moving around the different map levels, monitoring the position and progress of your hoods, and able to manipulate the basic features of the Working Week. When you have reached a high level of confidence in the operation of the Working Week, you will be able to control your Gang members more effectively, and thereby incur fewer lost hoods and activities.

The next tutorials will look at additional features of both the Gang Organizer and the Working Week. It is advisable that you become fluent with the basics of the Working Week before attempting the more advanced commands and controls.

To proceed with the next tutorial, you need to load Tutorial 3 from the Scenarios Screen.

TUTORIAL 3:

EXPANDING FURTHER

This tutorial expands on the progress you made following Tutorials 1 and 2. As your Gang expands, things will inevitably start to go wrong. You may find that you have fewer hoods than you would like, Gang members will become unhappy and business owners will start to refuse to pay protection. As a Gang Leader, it is your task to ensure that these situations are dealt with promptly.

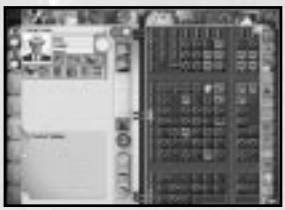
In this tutorial, you will learn the following:

- Completing the recruitment order
- Keeping your Gang members happy
- Dealing with unruly business owners

You will also learn three new orders:

- Bomb
- Collect Protection
- Go to

Although not all subjects will be covered by the end of this tutorial, you should be comfortable with the **Gang Organizer**. Once the tutorial has loaded, you will find yourself in the **Gang Organizer**. The first thing you should do is to appraise your situation. To do this, perform the three checks as mentioned in the first tutorial:



- **Team Check**
- **Territory Check**
- **Finance Check**

If you need help with these, please refer to Tutorial 1.

You might also like to check the orders your Lieutenants have already been given; those that were covered in the first tutorial. If you need help with viewing "**This Week's Orders**", please refer to Tutorial 2. When you are happy with your position, you need to hire some hoods.

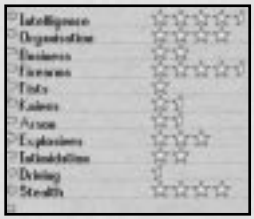
RECRUITING

You should already be familiar with issuing the "**Recruit**" **order**. The "**Recruit**" report is produced as the result of a successful "**Recruit**" order that was given in the previous Working Week, and is covered in Tutorial 1. When the week has concluded, all the people available for recruitment can be seen. These are the hoods, accountants or lawyers that were visited and spoken to by your Gang members during the previous Working Week. To view or recruit the people you must access the "**Recruit**" report. This is located in the **Reports** section of the **Lieutenant Section**. If you are not in this screen

- Click on the **Lieutenant Section** Tab.
- Click on the **Reports** button.
- Click on the **Recruit** People button.

The recruit report displays all the hoods available for hire. Each shows their photograph, their name and wage demand.

- Click on the face of Fidel "Donut" Costa.



Costa's details appear at the bottom of the page. Costa has a very high firearms, stealth, organisation and intelligence rating.

- Click on the button marked **Recruit as New Lieutenant**.

A window appears, stating that Costa will require an extra $50 a week to be a Lieutenant and asking you to confirm the action.

- Click **Yes**.

Costa becomes a new Lieutenant and can be accessed from the third Lieutenant tab. All new Lieutenants become immediately selected, so you will now see Costa displayed at the top left of the page.

- Click on the face of the next hood, Dion "Rat" Murphy.

Murphy, like Costa, has high firearms and stealth ratings, but is not so good in other areas.

- Click on the button next to Murphy's attributes list, labelled **Recruit to Team.**

When you have done this, rename Costa's team "**Security**". and give Fidel the two Tommy Guns that are in your weapons pool. Please refer to Tutorial 1 if you need help with this actions.

- Click on the face of the last hood; Sara "Buttons" Flood.

Flood has high ratings across most of the range of skills, but is especially good with explosives. She will make an excellent Lieutenant for a team involved with bombing activities.

- Promote Flood to the fourth Lieutenant tab.
- Rename Flood's team "**Bombers**".

You have now recruited three additional people. You will be giving them orders shortly.

DEALING WITH UNHAPPY GANG MEMBERS

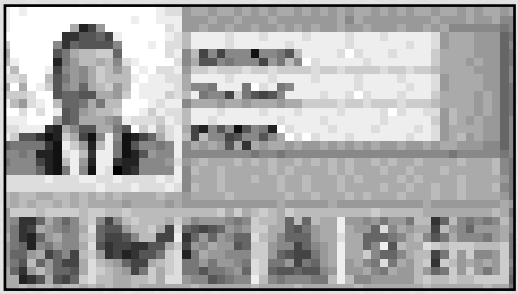
Now that you have expanded your team, you need to look at dealing with an unhappy Gang member.

- Click on the first Lieutenant tab, to select Kirby "Gabby" Green.

Green's hood, Uladislas "Rocket" Wojtyla, is not happy. There are several possible causes of his unhappiness; having been attacked, demoted or feeling underpaid.

Whatever the reason, his name is now displayed in red. If his name remains red too long, he may leave you to work for a rival Gang.

- Click on Uladislas' name.



This displays his face and name just below those of Kirby "Gabby" Green. You will see that Uladislas' pay demand is $40 higher than the amount he is actually being paid.

- Click on the **Hoods Pay** button.

The money roll appears, showing the amount Uladislas is being paid each week.

- Click on the **Increase Pay** arrow, situated on the money roll, until the amount reaches the same as his pay demand.

This is the amount that Uladislas wants to be paid each week. Hoods are always mercenary, and only increases in money will keep them happy.

- Click on the **Hoods Pay** button again.

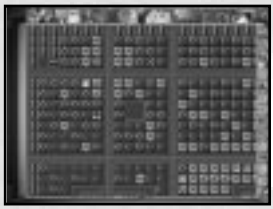
This confirms Uladislas' wage increase, and reduces any threat of his leaving the Gang. As soon as the money clip is closed, Uladislas' name will turn black again.

USING THE "GO TO" ORDER

Now that your team members are all content, you must check out something that you may have noticed in your **Territory Check**; the border of the green Gang meets the border of the orange Gang.

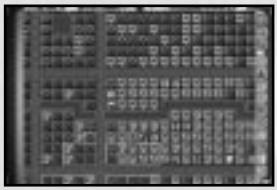
First, access the **Maps**.

- Click on the seventh top tab, labelled **Maps**.



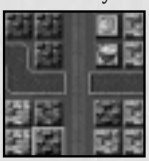
You will now see the City Plan. You are going to perform another **Territory Check**, but this time you will need to look more carefully at what is happening in the city.

- Click on the **Territory button**.
- Scroll towards the bottom of the map.



You know the territories of each of the rival Gang Leaders. You can clearly see that there are points where the border of the **Green Gang** meets that of the **Orange Gang**. This could prove to be an area of extreme violence in the weeks to come, so you will need to use a **Go to** order to secure this region.

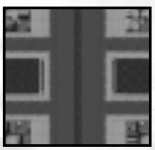
Near to the conflict area between the Green and Orange Gangs, there is a key strategic point that could be worth guarding.



This is the bridge crossing just to the South of the Public Baths. Strategic points such as these are good places to send hoods. A patrol order could be used to guard this point, but it is better to send hoods to the bridge to stay there and watch for enemy hoods attempting to cross into your territory.

- Click on the **Lieutenant Tab** for the third team, lead by Fidel "Donut" Costa.
- Click on the **Orders** button.
- Click on the **Personnel Orders** button.
- Click on the button labelled **Go to**.

The map is highlighted blue throughout. This shows that you can select to go anywhere, although this instruction does not guarantee the safety of any area for your hoods.



- Click on the bridge.

The map zooms in to the Rooftop View. Some orders require you to make a further definition of a target, which can only be done using the clipboard or this map level.

- Click on the pavement area half way down the bridge, to the right of the main road.

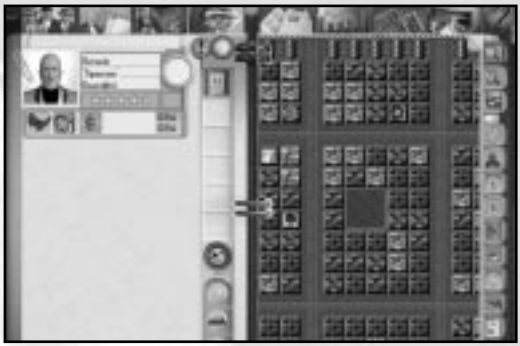
The job card will fill in the name of the road.

- Click once on the manpower button, to raise it to 2.
- Click on the **Confirm Order** button.

DEALING WITH UNRULY BUSINESS OWNERS

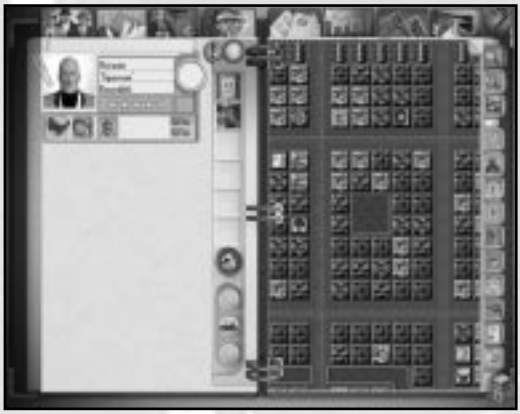
Now that you have taken steps to prevent any violence between the Green and the Orange Gang, you should look at dealing with unruly business owners.

- Click on the **Lawyer Section** tab.



In this tutorial set-up, you have already recruited a Lawyer. Please refer to Tutorial 1 if you need information regarding the recruiting of people.

- Click on the report labelled **Squealers**.



You will see that a block is highlighted on the map and one name also appears on the clipboard; Eno Colburn. Eno will also appear in the squealer category of business owners in the clipboard, should you not have a Lawyer.

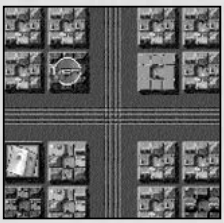
Eno Colburn is a business owner who has refused to pay protection money. This must be dealt with promptly, before other business owners realise that refusal is an option.

There are a number of choices for dealing with people who refuse to pay protection money. Most people can simply be intimidated or assaulted; this often helps change their mind. For some others, more extreme measures are needed.

Eno is one of the latter. Not only did he refuse to pay protection, but he also told the police about your actions. This is called **squealing** and is an activity you cannot afford to ignore, since the police will now be hunting the hood who performed the extortion.

You are therefore going to **bomb** Eno's store. This is the convenience store two blocks to the right of your Headquarters.

- Click on the **Lieutenant's Section** Tab.
- Click on the **Lieutenant Tab** for Sara Flood; the "Bombers" team.
- Click on the button for **Orders**.
- Click on the button for **Violent Crimes**.
- Click on the **Bomb** button.



Small areas of the map should now be colored blue. These are the areas that are valid targets for bombing, and currently consist of buildings that fall into the following categories:

- Those occupied by, or belong to, people who have squealed on you.
- The City Hall and the Courthouse.
- The Police Department and the F.B.I. Headquarters.
- Known enemy owned sites.

Eno belongs to the first group, so the block he is on is highlighted.

- Click on the highlighted block two to the right of your Headquarters.

This is where Eno is. Since he is the only valid target from the above list to live on the block, his business is automatically selected and filled in on the job card.

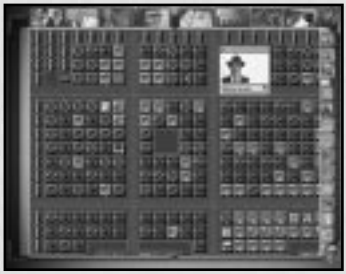
- Confirm the order.

This will send Sara on her way to bomb Eno's business.

COLLECTING PROTECTION MONEY

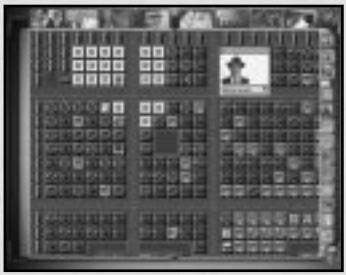
Before sending out people to collect the protection money, you will first of all give Kirby "Gabby" Green, the Lieutenant responsible for collecting protection, an area to cover. This is not essential, but will allow you to leave certain activities to your Lieutenants without the need for repeated orders.

- Click on the **Maps** tab.
- Click on **Territory**.
- Click on the button below Territory, labelled **Lieutenant's Area**.



A small window will open, in which you will see a Lieutenant and their name displayed. Since Kirby Green is the Lieutenant of the first team, it is his face and name that you will now see.

- Bound an area of the map, so that the bound area encloses the whole of your territory.



The selected area will turn white. Should you have missed any blocks, you can add them by clicking on the blocks individually. If you select any blocks twice, they will become deselected.

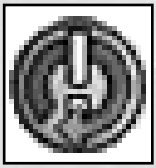
- Click on the **Lieutenant's Area** button again.

The area is now allocated to Kirby. You must now take the following steps to start collecting the protection money:

- Click on the **Lieutenant's Section** Tab.
- Click on the **Orders** button.
- Click on the button for **Business Orders**.
- Click on the **Collect Protection** button.

The map will now show all of your area selected, and the job card will state that the territory has been selected.

- Click once on the **Manpower** button.



This increases the number of hoods sent on the order to two.

- Click on the **Repeat** Order button.

This button instructs Kirby to issue orders to collect protection money each week, until told otherwise.

- Click on the **Confirm Order** button.

Now that the orders have been given, you need to **Hit the Streets** so your hoods can get on with their tasks.

- Click on the button at the bottom right, labelled **Hit the Streets**!

This ends the third tutorial and starts **Tutorial 4**.

TUTORIAL 4:

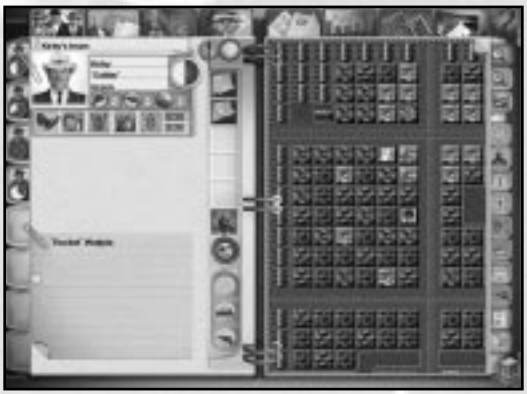
ACTION IN THE WORKING WEEK

This tutorial covers:

- Monitoring people in the Rooftop View
- Moving people using Street Orders
- Messages
- Combat with Street Orders

By the end of this tutorial, you should know enough to always be aware of what is going on and how to take action should the need arise.

If you are entering this tutorial from Tutorial 3, please begin at the steps under the heading **"The Start of the Working Week".**



When loaded, this tutorial will begin in the Gang Organizer. Before launching the Working Week, you may like to perform the checks as covered in Tutorial 1:

- **Team Check**
- **Territory Check**
- **Finance Check**

If you need help with these, please refer to Tutorial 1.

You might also like to check what orders your lieutenants have been given, using the "**This Week's Orders**" report. For help with this action, please refer to **Tutorial 2**.

When you are satisfied with your position, the next thing to do is to **Hit the Streets**.

To launch the Working Week

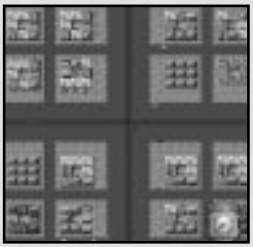
- Click on the button at the bottom right, labelled **Hit the Streets!**

When the computer players have planned their actions, you will be taken into the city.

THE START OF THE WORKING WEEK

When the week has begun, you will find yourself in the **Street View**. The first thing to do is to monitor one of your Gang members. The person you will use for this is Sara Flood, the Lieutenant that was given the "Bomb" order.

- Click on the button to switch to the **Rooftop View**.



When your hoods have emerged, you must find Sara Flood.

- Click on the **Tagged Characters** button.
- Click on the **Orders** button.
- Click on the text displaying "**Bombing**".

A **Tagged Window** will open on Flood. This will follow her around the city, always remaining centerd.

- Click and hold the left mouse button on the bottom right corner of the Tagged Window and drag the mouse down and right a short distance.

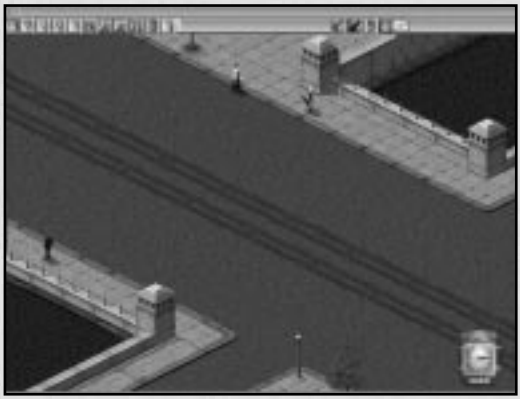
This will expand the window, allowing you to see more of the area around Sara.Using the combination of Street View in the Tagged Window and Rooftop View in the main, you can keep track of several of your Gang members.

You can now watch Flood complete the bombing of Eno Colburn's store.

USING THE "GO TO" STREET ORDER

Your next objective is to give a simple "**Go to**" order, using the **Street Orders**.

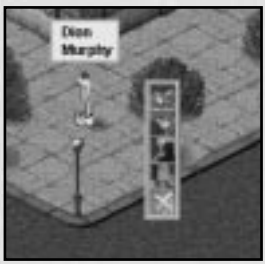
The **Street Orders** can be used at any time during the week, although typically it will be to move patrols to intercept intruders, or to instruct hoods to follow a character. You will now give a **Go to** order, useful for moving patrols or guards to places of combat. Use Dion Murphy for this action. Both he and Fidel Costa will be approaching the bridge to which they were sent by the time Sara Flood has bombed Eno Colburn's store.



- Scroll down the map, until you find the bridge where Dion and Fidel are heading.
- Zoom into the **Street View**, with the zoom frame centerd on the bridge.

The two hoods will soon arrive at the bridge. When they do so they will start to look around, keeping watch for enemy activities and hoods. You are now going to select Murphy to the major road junction directly South of where he and Costa are currently standing.

- Click on Murphy.

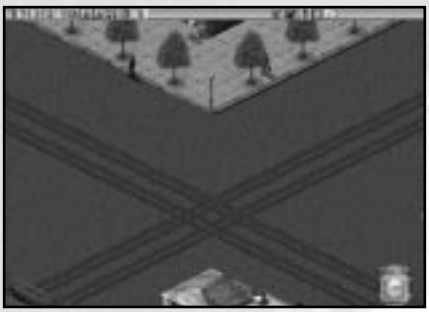


The floor marker around Murphy's feet will begin to flash and an order box will appear. The order box contains the commands that can be given to Murphy.

- Click on **Go to**.

The mouse pointer will now change to show that a "**Go to**" order has been selected.

- Scroll down to the junction of the two major roads.



The major roads are the widest visible in the city.

- Click on the corner to the South-East of the major road junction.

This is where you are going to send Murphy. This point is well within the territory of the Green Gang, and will consequently allow us to keep an eye open for enemy hoods. You will see that when you have selected the destination the orders box disappears and the mouse pointer returns to normal. Murphy will start to walk towards the junction.

When Murphy arrives, he will stand at the corner. A **hand** will be visible beneath him. This shows that he is waiting for your next instruction.

Soon after Murphy arrives, you will hear a ringing noise and a button will flash at the end the icon bar, This marks the arrival of a **message**.

- Pause the game.

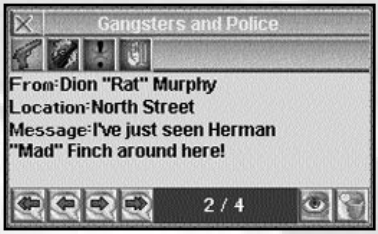
MESSAGES

You may have noticed buttons flashing and ringing noises. Each time this happens, a new message has been placed in the **Message Box**.

The Message Box is used to store and relay messages concerning events that are taking place in the city as they happen. Older events are also stored, but these are pushed out as the Message Box overflows.

The icon that appeared will have been to report that Dion has spotted an enemy Gang member.

Click on the second messages button; **Gangsters and Police Messages.**



This opens the message box at the reports of enemy Gangsters, Police and the FBI agents that have been seen. The message states that Murphy has spotted an enemy Gang member.

The buttons at the top of the Message Box allow you to choose the messages that you wish to receive. The buttons at the bottom of the Message Box are used for scrolling backwards and forwards through the messages and viewing or disposing of a particular message.

Click on the **View Event** button in the Message Box.

This action will center the view on Murphy.

Nearby, you will find a person with either a green or an orange marker around their feet. This will be a member of the Green Gang or the Orange Gang accordingly.

Click on the **X** at the top of the Message Box.

This closes the Message Box.

Open a Tagged Window on the member of the Green Gang.

Now that you have found a member of an opposing Gang, you are going to attempt to **kill** them with another **Street Order**.

Combat orders during the week are given in much the same way as the **Go to** order was. The only difference is that a person rather than a place becomes the target.

You can use this order with the game still paused. As you become familiar with this action, you will probably give the command whilst the game is still running.

Click on Murphy.

The floor marker around Murphy's feet will begin flashing again and the order box once more appears.

Click on **Kill**.

The mouse pointer will now change to show that a "**Kill**" order has been selected.

Click on the **Center** button in the Green Gang member's Tagged Window.

The Main window view will center on the target.

Click on the opposing Gang member.

Click on their name to complete the order.

The Orders Box will disappear, and Murphy is ready to continue.

Click on the **Pause** button to start time passing again.

Murphy will now start to move towards the enemy hood. Once he is in range, he will open fire.

Murphy is a first rate shot, and is carrying a **Tommy Gun**. The enemy Gang member does not stand a chance against a hood of Murphy's quality, and will soon fall to the floor, dead.

Having completed the order, Murphy will immediately vacate the area before any police arrive. When he has travelled a small distance he will return to the site, pretending to be an innocent bystander.

Using a **Go to** order, send Murphy back to the bridge where Costa is positioned.

You will find that a large portion of the Working Week has passed at this point.

Click four times on the right shoulder of the clock, to accelerate the week to its conclusion.

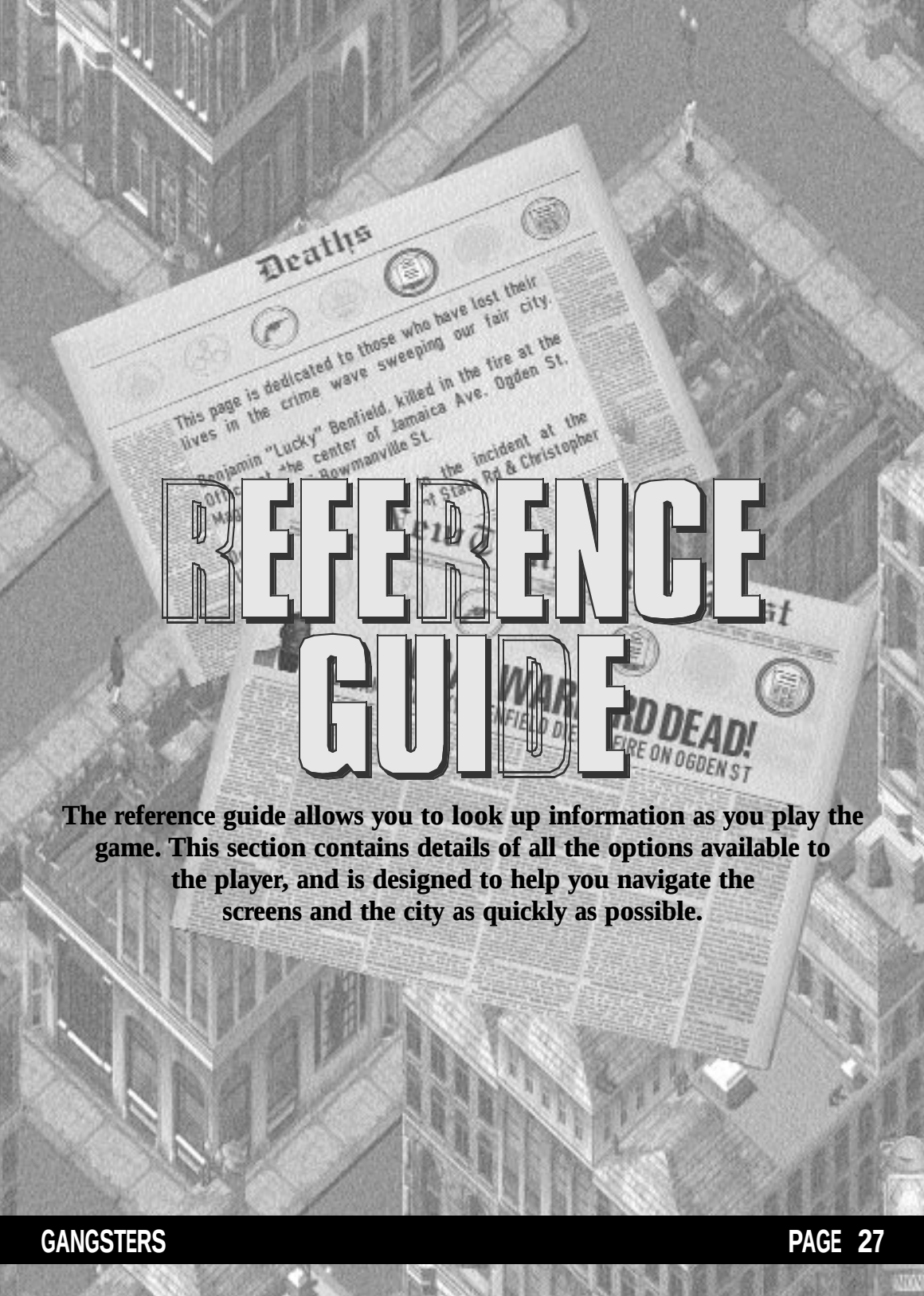
When the Working Week has completed, the tutorial will finish. The game will drop back out to the Tutorials Screen.

A SUMMARY OF THE TUTORIALS

When you have completed the tutorials, you should find that you can manipulate the major features of both the Gang Organizer and the Working Week.

Although many features of the game are not directly covered in the tutorials, if you apply similar operating principles to them you will find that you can use them effectively in a short space of time.

Should you find it useful, you can replay any tutorial, in any order. Simply load the desired tutorial from the Tutorials Screen.


Deaths
This page is dedicated to those who have lost their lives in the crime wave sweeping our fair city.
Benjamin "Lucky" Benfield, killed in the fire at the center of Jamaica Ave. Ogden St.
Bowmanville St.
the incident at the
Rd & Christopher
DEAD!
ON OGDEN ST

REFERENCE GUIDE

The reference guide allows you to look up information as you play the game. This section contains details of all the options available to the player, and is designed to help you navigate the screens and the city as quickly as possible.

GAME MENUS

The Game Menus are used to configure the following options:

- The type of game.
- Game parameters.
- Controls.
- Effects.

LOADING GANGSTERS

To load Gangsters, place the CD into its drive.

- Once the Autoplay screen has loaded, click on the **Play** button

If Autoplay is disabled, or the computer was turned on with the CD already in its drive, click on the Start Menu button, then select the Programs Group and click on Gangsters.

Alternatively, open the Hothouse Creations folder, situated in My Computer \ C \ Program Files, and double click on the Gangsters icon.

Once the game has loaded, the first screen you will see is the **Main Menu**.

STARTING A NEW GAME

By default, the game settings will be to play a full game. If this is the type of game you wish to play, you can bypass the menus using the **Quick Start** method, although you might want to change your character's name first. To change your character's name, please refer to the **New Game Menu** in this chapter.

QUICK START

In order to Quick Start a game,

- Click on the button marked **New Game**.

This will take you to the **New Game Menu**.

- Click on the button marked **Start Game**, in the Single Player Menu.

This will take you straight to the Gang Organizer for the first week.

THE MAIN MENU

The **Main Menu** will be the first screen displayed once you have launched the game. This screen allows you to:

- Start a new game
- Load a previously saved game
- View the Hall of Fame

The buttons on the screen have the following functions:

NEW GAME

- Click this button to play a **single player game**.

In a single player game, all of your opponents will be computer players. The button will take you to the **New Game Menu**.

CONTINUE PREVIOUS GAME

- Click this button to continue the game where you last left it.

Deciding to continue with the previous game loads the last Autosave file. This will always take you directly to the **Gang Organizer**.

LOAD GAME

- Click this button to load a previously saved game.

The Load Game button takes you to the **Load Game Screen**, where you can load any previously saved single player game.

MULTIPLAYER GAME

Click this button to play a **Multiplayer Game**.
This button will take you to the **Multiplayer Menu**, where you can create or join a Multiplayer game. For further details on Multiplayer Games, please turn to page 84.

TUTORIALS

Click this button to load a **tutorial**.
This button takes you to the **Tutorials Screen**, where you can select to play one of the four tutorials.

HALL OF FAME

Click on this button to view the **Hall of Fame**.
This button will take you to the **Hall of Fame Screen**, where you can view the achievements of great criminals that have gone before you. For a description of the Hall of Fame, please turn to page 83.

CREDITS

Click on the **Credits** button to view the game credits.

QUIT

Click on this button to exit the game.

NEW GAME MENU

The **New Game Menu** is the screen from where you can launch a new single player game.

CHANGE DETAILS

Your details appear at the top of the screen. These are:

- Your face
- Your name
- The color of Gang you will be playing
- Click on the **Change Details** if you wish to change any of the above items.

GAME OPTIONS

Below your details is shown a description of the game you are about to play.

Click on the **Game Options** button to change the game options.

The **Game Options** button accesses the **Game Options Screen**, where you can change the type of game to be played. For further details of Game Options, please turn to page 60.

START GAME

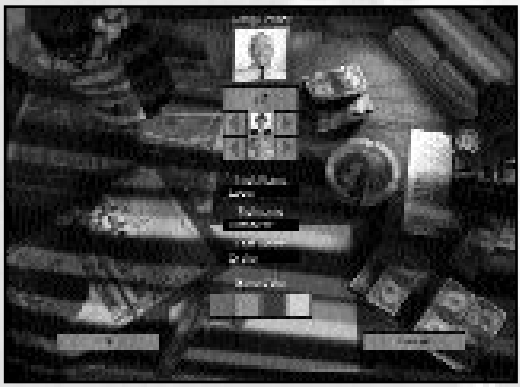
Click on **Start Game** to begin a new game of **Gangsters**.

CANCEL

Click on **Cancel** to return to the **Main Menu**.

CHANGE DETAILS MENU

The Change Details Menu allows you to change any of the following features:



- Your face
- Your name
- The Gang color you want to play with.

CHANGING YOUR FACE

A default face is always displayed, but you may like to choose your own face. There are a number of buttons below your face to do this:

- Click on the top button to change the gender between male and female.
- Click on the buttons below the gender button to change the nationality and traits.
- Click on the last set to change the facial features.

CHANGING YOUR NAME

A default name is always displayed, but you may like to change this. To change any of the names

- Click in the name box.
- Type in your name.

CHANGING YOUR GANG COLOUR

In a normal or short game of Gangsters, you will always start as the **red** Gang. To change your Gang color:

- Click on a colored square below the name entries.

The color that you click on is the color you will play the game with.

ACCEPTING AND REJECTING CHANGES

- Click on **OK** to accept any changes and return to the **New Game Menu**.
- Click on **Cancel** to reject any changes and return to the **New Game Menu**.

LOAD GAME MENU

The Load Game Menu allows you to retrieve previously stored games. The window at the top of the screen contains the list of saved games.

- Click on a saved game to view its details.

The details are shown in the window below the list of saved games.

- Click on **Load Game** to play the selected saved game.
- Click on **Cancel** to return to the **Main Menu**.

TUTORIALS SCREEN

The **Tutorials Screen** allows you to play any of the four tutorials. The window at the top of the screen contains the list of tutorials.

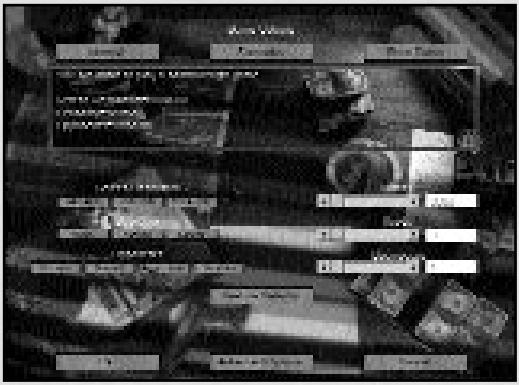
- Click on a tutorial to view its details.

The details are shown in the window below the list of tutorials.

- Click on **Load Tutorial** to play the selected tutorial.
- Click on **Cancel** to return to the **Main Menu**.

GAME OPTIONS SCREEN

The **Game Options Screen** allows you to change the type of game you are playing.



The settings that you can change are the duration of the game and setting a target amount of money or territory.

SETTING THE GAME TYPE

The three buttons at the top of the screen are used to define the game type:

- Normal game
- Scenario
- Short Game

NORMAL GAME

- Click on **Normal** to select a full length game of Gangsters.

The **Normal** selection is the default setting. A full game is played through from beginning to completion. The win criteria for this game are that you must either eliminate the rival Gang Leaders, become mayor or Go Straight.

SCENARIO

- Click on **Scenario** to access the **Scenario Screen**.

This button accesses the **Scenario Screen**, where you can select to play one of a number of challenging games of Gangsters.

SHORT GAME

- Click on **Short** game to access the **Short Game Menu**.

This button accesses the Short Game Menu, where you can select to play a shorter game of Gangsters.

SELECTING THE START CONDITIONS

The buttons and sliders below the game type buttons are used to define the game conditions:

- Screen Resolution
- Economy
- Opponents
- Money
- Hoods
- Territory

SCREEN RESOLUTION

The **Screen Resolution** buttons allow you to select the resolution that you wish to play Gangsters in:

- 640 pixels by 480 pixels
- 800 pixels by 600 pixels
- 1024 pixels by 768 pixels

The more powerful your computer, the higher the resolution you can use.

- Click on the button for the desired screen resolution.

ECONOMY

The **Economy** buttons allow you to select how much profit businesses make:

- Strong means that businesses will make good profits
- Normal means that businesses will make reasonable profits
- Weak means that businesses will make low profits
- Click on the button for the desired economy.

OPPONENTS

The **Opponents** buttons allow you to select the type of opponent you wish to face:

- Passive means that opponents will only resort to violence as a last resort
- Normal means that opponents will make reasonable decisions about violence
- Aggressive means that opponents will attack at the slightest provocation
- Random gives a selection from the above options
- Click on the button for the desired opponents.

MONEY

The Money Slider determines how much money you have at the start of the game. This can be varied between $3000 and $10,000.

- Click and hold the left-mouse-button on the slider.
- Drag the slider left and right, until the box at the right is displaying the amount of money that you wish to have at the start of the game.

HOODS

The Hoods Slider is used to set how many hoods you start the game with. The slider can be adjusted so that you can start with between three and ten hoods. If you select three hoods, one will be placed into your front and the other two into a single team. All additional hoods will be placed in the pool.

- Click and hold the left-mouse-button on the slider.
- Drag the slider left and right, until the box at the right is displaying the number of hoods that you wish to be employing at the start of the game.

HINT

Be careful with giving yourself large quantities of hoods. This action not only increases your manpower but also your wages bill.!

TERRITORY

The Businesses Slider determines how many businesses you control at the start of the game. This value can be set from one to ten businesses. The business you must start with is the front to your Office. The additional businesses are those that you start out initially extorting, which guarantees a modestly greater income than normal at the start of the game.

- Click and hold the left-mouse-button on the slider.
- Drag the slider left and right, until the box at the right is displaying the number of businesses that you wish to possess at the start of the game.

RESTORE DEFAULTS

- Click on **Restore Defaults** to reset all the game options. This button will remove any changes made to the game conditions.

OK

- Click on **OK** to save the settings and return to the **New Game Menu**.

CANCEL

- Click on **Cancel** to lose any changes made and to return to the **New Game Menu**.

ADVANCED OPTIONS

- Click on **Advanced Options** to access the **Advanced Options Screen**.

SCENARIO SCREEN

The **Scenario Screen** contains the list of games that have been specially prepared, displayed in a list at the top of the screen. The **Scenarios** are designed to be exciting missions that are an addition to Gangsters. These are games that are set in varying cities, and each has set objectives. The scenarios vary in difficulty, and bring you up against challenges that have faced other mobsters in the past. Below the list is a window containing information about the selected entry.

LOADING A SCENARIO

- Click on the desired game in the list of games to view its details.

When a **scenario** is selected, the window at the bottom of the screen gives you information about the scenario. This includes when and where the game is set, what has happened previously and what the objectives are.

- Click on the **Load Scenario** button to load the scenario.
- Click on another scenario if you want to select another item.
- Click on the **Cancel** button to return to the **Game Options Menu**.

SHORT GAME MENU

There are three types of Short Game that you can play in Gangsters:

- Power
- Wealth
- Territory

In each, the aim of the game is to reach a target amount of the selected criteria.

POWER GAME

The **Power** Game runs for a variable number of game weeks. At the end of this time, you must be the most powerful Gang leader of all those that have survived. To be the most powerful requires a combination of wealth, territory and manpower.

- Click on the **Power** button to select a game of a fixed length.

The **Power** Game runs for a variable number of game weeks. At the end of this time, you must be the most powerful Gang leader of all those that have survived. To be the most powerful requires a combination of wealth, territory and manpower. The slider below the Power Game button varies the amount of time from 20 to 100 weeks.

- Click and hold the left-mouse-button on the slider.
- Drag the slider left and right, until the box at the top is displaying the number of game weeks you wish to play.

WEALTH GAME

This requires each player to achieve a certain value of assets. The first to do so wins the game. This game has no time limit. The slider below the Wealth Game button varies the total amount of money and assets each Gang leader must achieve, from $100,000 to $500,000.

- Click and hold the left-mouse-button on the slider.
- Drag the slider left and right, until the box at the top is displaying the number of game weeks you wish to play.

TERRITORY GAME

This game type also has no time limit. The players must each race to be the first to control a set number of city blocks. The slider below the Territory Game button varies the amount of territory each Gang leader must control, from one hundred to five hundred.

- Click and hold the left-mouse-button on the slider.
- Drag the slider up and down, until the box at the top is displaying the number of games you wish to play.

OK

- Click on **OK** to save the settings and return to the **Game Options Menu**.

CANCEL

- Click on **Cancel** to lose any changes made and to return to the **Game Options Menu**.

ADVANCED OPTIONS SCREEN

If you experience problems with running Gangsters, the Advanced Options Screen allows you to re-configure the game for your computer.

WARNING: DO NOT ATTEMPT TO RECONFIGURE ANY OF THESE OPTIONS IF YOU ARE UNSURE OF THEIR PURPOSE!

These options will not take effect until Gangsters is next loaded.

ENABLE SOUND

- Click on this button to toggle sound.

ENABLE CD AUDIO

- Click on this button to toggle CD Audio.

ENABLE VSYNC

- Click on this button to toggle the Vsync.

ENABLE MMX

- Click on this button to toggle MMX.

MOUSE REVERSAL

- Click on this button to toggle the mouse direction in the Y axis.

OK

- Click on **OK** to save the settings and return to the **Game Options Menu**.

RESTORE DEFAULTS

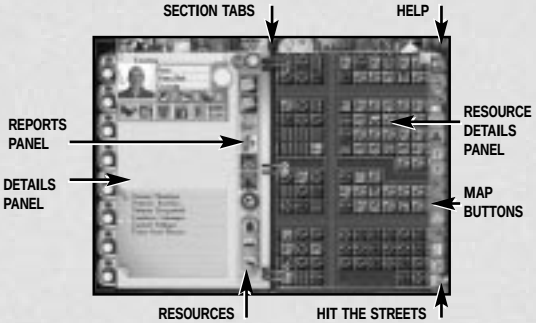
- Click on **Restore Defaults** to reset the options to their original settings.

CANCEL

- Click on **Cancel** to lose any changes made and to return to the **Game Options Menu**.

THE GANG ORGANIZER

The **Gang Organizer** is the first screen you will see at the start of the game, once you have set all the game options and launched the game. You will also see the Gang Organizer following each Working Week.



The screen takes the form of a journal, where you as the player can access information on your Gang members, resources and businesses.

The Gang Organizer is divided into eight **Sections**. Each Section covers a different part of running an empire, and is accessed from the eight **Section Tabs** at the top of the screen:

- Lieutenants Section
- Accountant Section
- Lawyer Section
- Diplomacy
- Newspaper
- Graphs
- City Maps
- Game Options

- Click on the relevant **Section Tab** to access the desired screen.

Each of the Sections is covered separately in this chapter.

LIEUTENANTS SECTION

The **Lieutenants Section** is probably the most impor-tant part of the Gang Organizer. This is where you organize your hoods into teams, distribute weapons and vehicles and give the majority of orders to expand your empire and dominate the opposition. When you first access the Lieutenant's Section, the left side of the screen will contain the details of the Lieutenant, whilst the right side will contain the **City Map**. (Please turn to page 54 for further details of the **City Maps**).

- Click on the **Lieutenants Section Tab** to access the **Lieutenants Section**.

LAYOUT OF THE LIEUTENANT'S SECTION

The Lieutenants Section has the following features:

- The Section Tabs
- The Team Details Panel
- The Resource Details Panel
- The Lieutenant Tabs
- The Reports Panel
- The Right Panel
- The Map Buttons

THE SECTION TABS

The **Section Tabs** are the same as those displayed in every other Section of the Gang Organizer, and are used to move between the different Sections.

THE TEAM DETAILS PANEL

The **Team Details Panel** is where the Lieutenants and their teams are displayed.

THE RESOURCE DETAILS PANEL

The **Resource Details Panel** is where information concerning the city and your Gang are displayed. At differing stages of the Lieutenants Section, the Resource Details Panel can have either of the following functions:

- It is referred to as the **Resource Details Panel** when viewing **Hoods, Vehicles** and **Weapons**. (See **Resources** on page 63).
- It can display the available **maps** of the city and is referred to as **The Map**.
- It can also display the accountants, lawyers and hoods available for hire and is referred to as the **Recruitment Display**.

THE LIEUTENANT TABS

The **Lieutenant Tabs** allow you to view any of your Lieutenants.

- Move the mouse over a Lieutenant Tab to see which team will be selected, and who their Lieutenant is.

A tooltip will appear, showing the name of the Lieutenant and their team.

- Click on a Lieutenant Tab to select a Lieutenant.

Selecting a new Lieutenant will display their face and details at the top of the Section.

THE REPORTS PANEL

The **Reports Panel** displays the reports available from your Lieutenants. When you are giving orders, this panel changes to become the **Orders Panel**.

THE RIGHT PANEL

The **Right Panel** only appears with the **Lieutenant orders**, some of the **reports** and a few other Sections. It is used to offer you further options relating to current order and reports selected. At varying stages of the Lieutenants Section, the Right Panel is referred to as one of the following:

- When performing a **Business Order**, the Right Panel is referred to as the **Business Orders Panel**.
- When performing a **Personnel Order**, the Right Panel is referred to as the **Personnel Orders Panel**.
- When performing a **Minor Crime**, the Right Panel is referred to as the **Minor Crimes Panel**.
- When performing a **Violent Crime**, the Right Panel is referred to as the **Violent Crimes Panel**.
- When viewing the **Deaths** report, the Right Panel is referred to as the **Gang Selection Panel**.
- When viewing the Accountants, Lawyers and hoods available for recruiting, the Right Panel is referred to as the **Character Selection Panel**.
- When viewing **hoods** in the **pool** or **Diplomacy Section**, the Right Panel is referred to as the **Skill Panel**.

THE MAP BUTTONS

The **Map Buttons** are available in several of the Sections in the Gang Organizer. They are used for displaying information about the city. Please refer to the section in this chapter titled **City Maps** for further details.

THE LIEUTENANTS

The **Lieutenants** themselves are always shown at the top of the **Team Details Panel** with their name and a portrait. The other details and options shown are:

- The **name** of the Lieutenant's **team**
- The Lieutenants **Team Summary**
- The Lieutenant's **Pay Demand**
- The amount of **money** that you are **actually paying** them
- The Lieutenant's **Time Indicator**
- A button to **sack** the Lieutenant
- A button to have the Lieutenant **killed**
- A button to **demote** the Lieutenant
- A toggle button to switch between viewing the Lieutenant's **team** at the bottom of the Team details panel and viewing the Lieutenant's **skills**
- A button to edit the **Lieutenant's Pay**

THE NAME OF THE LIEUTENANT'S TEAM

Above the Lieutenant's face, you will see the **name** of the Lieutenant's **team**. This is usually derived from the first name of the Lieutenant. To change a team name

- Click on the current name of the team.
- Use **Backspace** and **Delete** to remove the current team name.
- Type in the new team name.
- Hit **Return**.

THE LIEUTENANT'S TEAM SUMMARY

The Lieutenant's Team Summary is shown below the Lieutenant's name. The three icons have numbers alongside and tell you:

- How many hoods are in the team
- How many weapons are in the team's possession
- How many vehicles the team has at its disposal

THE LIEUTENANTS PAY DEMAND

The Lieutenants, like all other members of your Gang, always display the amount of money they want to be paid above their current **Pay**. If this value becomes appreciably higher than the amount you are paying the Lieutenant, their name and their pay amounts will turn **red**. Once this happens, you must take action before they consider deserting. See the paragraph on the **Lieutenant's Pay**, below.

THE LIEUTENANT'S ACTUAL PAY

The **Lieutenant's Actual Pay** is the amount of money that you are actually paying your Lieutenant. If this value becomes appreciably lower than the amount the Lieutenant wants as shown by their **Pay Demand**, their name and their pay amounts will turn **red**. Once this happens, you must take action before they consider deserting. See the paragraph on the **Lieutenant's Pay**, below.

THE LIEUTENANT'S TIME INDICATOR

To the right of the Lieutenant's name, you will see a round dial. This is the **Time Indicator**, which is used to show how much time your Lieutenants have allocated to any orders you have given to them.

SACK LIEUTENANT

Sack Lieutenant results in the Lieutenant being thrown out of the Gang and back onto the streets. The character soon becomes available for recruitment again, although they will be openly hostile towards you and will be more than happy to work for another Gang. Sacking a Lieutenant places all the hoods from their team back into the hood's pool. (Please refer to **Resources** on page 63).

- Click on **Sack Lieutenant** to dismiss the Lieutenant.

A window will appear, prompting you to confirm your actions.

- Click **Yes** to confirm the dismissal.
- Click **No** to reject the action.

KILL LIEUTENANT

Kill Lieutenant results in your Lieutenant being murdered immediately. Killing a Lieutenant will not be investigated by the police, but will cause your other Lieutenants to become more upset with you and they will increase their pay demands accordingly. You should only consider killing Lieutenants that are openly hostile towards you or are skimming large amounts of money from your profits for themselves. Their punishment will serve as an example to others, reducing skimming and the neglecting of orders.

- Click on **Kill Lieutenant** to have the Lieutenant executed.

A window will appear, prompting you to confirm your actions.

- Click **Yes** to confirm the killing.
- Click **No** to reject the action.

DEMOTE LIEUTENANT

Demote Lieutenant places a Lieutenant and his or her team back into the pool. This may become necessary when you reorganise your teams. The Lieutenant will however become more hostile towards you unless you reinstate them as a Lieutenant before you launch the next Working Week.

- Click **Demote Lieutenant** to return the Lieutenant to the pool.

LIEUTENANT'S TEAM / ATTRIBUTES

Lieutenant's Team / Attributes swaps the piece of paper at the bottom of the **Team Details Panel** between showing the names of the hoods in the Lieutenant's team and a list of the lieutenant's skills.

- Click **Lieutenant's Team / Attributes** to view the Lieutenant's attributes.
- Click **Lieutenant's Team / Attributes** to return the display to the Lieutenant's team.

See **The Lieutenant's Team** below for further details about the team members.

LIEUTENANT'S PAY

The **Lieutenant's Pay** button allows you to change the rate of pay of the Lieutenant. If the Lieutenant's name is displayed in red, it means that they are unhappy with their pay. Like all other characters, you can make a Lieutenant happy again by increasing their pay.

- Click **Lieutenant's Pay** to open the money roll.

The **Money Roll** shows how much money the Lieutenant is currently being paid and how much money you have available.

- Click on the **Increase Pay** button to increase the Lieutenant's pay.
- Click on the **Decrease Pay** button to reduce the Lieutenant's pay.

HINT
Decreasing their pay will make your Lieutenants very unhappy!

- Click on the **Lieutenant's Pay** button to close the money roll and accept your changes.

This method applies to all Lieutenants, hoods, the Accountant and the Lawyer.

HINT
Refusing a pay increase leads to an increase in hostility and a reduction in loyalty. Eventually, your Gang members will leave if you do not pay them enough. You have been warned!

THE LIEUTENANT'S TEAM

When building, reviewing and reorganising your teams, it is important to check the suitability of all the members of a Lieutenant's team. The better the hoods are at their tasks individually, the more effective the team will be as a whole.

*Note: Each team can contain up to **ten** people, **including** the Lieutenant.*

In order to review the hoods in a Lieutenant's team, you must have their names displayed on the piece of paper at the bottom of the **Team Details Panel**. If the panel is currently showing the Lieutenant's skills.

- Click **Lieutenant's Team / Attributes** to return the display to the Lieutenant's team.

Once the hood's names are displayed.

- Click on the name of any hood to view their details.

The hood's name and face appear, along with a full list of details.

If any member of the team has been kidnapped or arrested, they are shown as a person tied to a chair or a face behind bars respectively.

The buttons below the hood allow the following actions to be carried out on the character:

- Send Hood to Pool
- Sack hood
- Kill hood
- Promote hood
- Hood's pay

These work the same as those for the Lieutenant, except that **Promote** converts the hood into a **new Lieutenant**, provided that at least one of the eight **Lieutenant Tabs** is free.

- Click on the **Promote Hood** button to convert the hood into a Lieutenant.

ALLOCATING HOODS, WEAPONS AND VEHICLES

As you get further into the game, you will find that you need to allocate more people, weapons and vehicles to your Lieutenants. These will enable the individuals and teams to perform more orders, fight more effectively and travel to and from places a lot faster.

You do not need to give weapons or vehicles to individual hoods. Since the Lieutenant knows who will be carrying out what orders, it is he or she that can best distribute the equipment.

HINT

Until you can afford weapons for everyone, try to ensure that firearms are at least carried by as many of your hoods as possible. Prioritise their activities and only give the more powerful weapons to hoods that are facing the greater risks.

Allocating such resources to your Lieutenants can be achieved using the three **Resource** buttons. These are located at the bottom of the **Reports Panel** when it is being used as either the **Orders Panel** or the **Reports Panel**. For further details on the purchase and allocation of resources, please refer to the section on **Resources**, on page 63.

GIVING ORDERS TO YOUR LIEUTENANTS

The Lieutenants have the most extensive range of orders of any character. In Gangsters, you need only give the Lieutenants your orders; they will take care of how the orders are dealt with amongst their teams.

To give an order to any Lieutenant, they must be the selected character. (i.e. visible at the top left of the **Team Details Panel**.) Once you have the desired Lieutenant selected and have the **Orders Panel** visible, you can then start to issue the order.

The **Orders Panel** displays the order groups available:

1. Business Orders
2. Personnel Orders
3. Minor Crimes
4. Violent Crimes

1. BUSINESS ORDERS

The **Business Orders** are concerned with financial issues.

2. PERSONNEL ORDERS

The **Personnel Orders** include commands to increase security, explore and general movement.

3. MINOR CRIMES

The **Minor Crimes** are actions that are not so serious. They can be violent, but are generally aimed at manipulating people and places, without causing excessive damage or injury.

4. VIOLENT CRIMES

The **Violent Crimes** are the extreme measures. These are all aimed directly at places or people.

The buttons for the **Clipboard** and the **Resources** are also still available at the bottom.

SELECTING THE ORDER TYPE

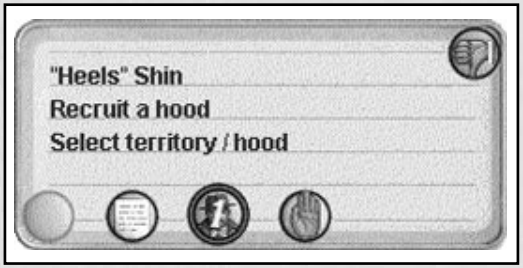
To select an Order:

- Click on the order group to access the list of orders that you require.

Please refer to **The Lieutenant's Orders** for a description of the orders available in each group.

The **Business Orders Panel** will change to either the **Personnel Orders Panel**, the **Minor Crimes Panel** or the **Violent Crimes Panel**, depending on which order group you selected.

- Click on the desired order button.



Once you have selected the order, the **job card** appears.

The job card allows you to define the order and its targets. It also allows you to set the priority of the order, the number of people to be sent on the order and whether the hoods should wait for your command before starting. (See page 38 for the **Order Options**.)

When the job card appears, it will be displaying the **name** of the Lieutenant and the selected **order**.

The map will also be showing any areas that are or possess valid targets for the order. These locations are highlighted in **blue** and can be directly clicked on to select the location or its occupant as the target.

Depending on the order selected, the card may now be prompting you to select from the following:

- A person
- A location
- An area

To select a **person** as the target you can either use the **Clipboard** or the **Map**.

TO USE THE CLIPBOARD

- Click on the **Clipboard** button to open the Clipboard.
- Click through the options until you find the target's name.
- Click on the target's name from the Clipboard.

Note: If you give an order to attack an enemy Gang member whose position is unknown to you, your hoods will still attempt to complete the order. They will travel around the pool halls and gyms, visiting unattached hoods and asking for information about the location of their target. The more intelligent and intimidating your hoods are, the more accurate the information they will receive and the faster they will be able to hunt down the intended victim.

TO USE THE MAP

- Click on the building that contains the target.

If a valid target can be obtained from a block or location, the job card will automatically access the character.

To select a **location** as the target you can again use either the **Clipboard** or the **Maps**. Clicking individual highlighted blocks on the map will select the location or its occupant as the target. To select an **area** as the target, you must click and drag the mouse pointer to bound box an area on the map. Additional blocks or locations can be added to or removed from the selection using single clicks.

HINT

*As a guideline, one hood can **Extort** or **Intimidate** between **two** and **three** blocks each week, whilst a hood **Collecting Protection** can visit around **eight** blocks in a week. **Recruit** can vary wildly, since sites suitable for recruitment can be evenly spaced, densely packed or widely spread.*

In some special cases, the target for the job card may already be **complete**. This applies to **Collect Protection** or **Patrol** orders given to a Lieutenant who has been allocated territory. The area selected in these cases will be the entire area allocated to the Lieutenant and is highlighted in **red**. If the area selected is acceptable, you have only to allocate the necessary manpower and confirm the order. Once you have selected the area and the target, the order is complete. You can see when an order is complete; a **Confirm Order** button appears at the bottom right of the card. This allows you to agree to the order, which is then allocated to the Lieutenant. The order can be rejected at any time, using the **Cancel Order** button.

- Click **Confirm Order** to agree to the order.
- Click **Cancel Order** to cancel the order.

The Lieutenant will then inform you if they have the required manpower and time for the task.

If they think they can perform the order, they will show what fraction of a week they feel will be required to complete the task, using their time indicators. One indicator is situated on the Lieutenant's card at the top left, whilst the other appears on the Lieutenant's tab, once the first order has been given. These indicators fill with red as the week is allocated, until they are full and the Lieutenant cannot accept any further orders.

If you select an area greater than the number of hoods allocated to the order can visit, the Lieutenant will tell you that the team cannot perform the order.

The Lieutenant will then show you the area that can be covered on the map. At this stage, you can make one of four actions:

- Accept the area offered and confirm the order.
- Change the selected area for the order, by clicking on the highlighted blocks and selecting the desired ones.
- Increase the number of hoods allocated to the task and reissue the order. (See **Order Options** on page 38 for details of increasing the **Manpower**.)
- Cancel the order altogether.

HINT

When you are giving orders that do not consume the whole week, try to leave the Lieutenants with a small amount of time to cover events such as police presence, combat and heavy traffic. Leave a little time as a "buffer" for the activities of your hoods.

ORDER OPTIONS

Although you can confirm the order as it stands, there are a number of options that can apply to some or all orders. These allow you to define features of the order, such as who goes on the order and how important the order is.

*Note: These options **must all** be set **before** the order is confirmed.*

The options available are as follows:

1. Special Order Options
2. Priority
3. Manpower
4. Wait

1. SPECIAL ORDER OPTIONS

There are two special options that may be applied to certain orders:

- For **patrol** and **collect protection** orders, this is the **Repeat Order** button. This allows you to state if you wish the order to be **repeated** each week, allowing you to only give the order once.
- For **smash up**, **torch**, and **bomb** orders, this is the **Public/Private** button. This gives you the option to state whether the order is performed **publicly** or **privately**.

HINT
Orders performed publicly effect a larger area than those performed privately. This can result in a larger area suddenly becoming more "friendly", but can also lead to more witnesses of the crime.

- Click on the relevant button to initiate the special action.

2. PRIORITY

The **Priority** button allows you to define how important the order is. Setting **Priority** makes the task more important. People given a priority order are more likely to avoid combat unless they are fired on first and are also more likely to ignore the police and the FBI in their efforts to get the order done.

- Click on the **Priority** button to set the order to priority.

3. MANPOWER

The **Manpower** button allows you to state how many people you wish to perform an order. Increased manpower comes in most useful when you are giving area orders such as collect protection and extort, performing orders in another Gang's territory, or when securing your own area.

- Click **Manpower** to increase the number of people sent on a task.
- Right-Click **Manpower** to decrease the number of people sent on a task.

HINT
Do not send four hoods to do a task that one hood could easily achieve. Try to send just enough hoods for the task, and save your other hoods for different tasks.

4. WAIT

The **Wait** button is used for orders where you want the hoods to inform you they are about to start on the task. The hoods will wait until you instruct them to **Continue**, using the **Wait / Continue** button in the **Tagged Windows**. (Please refer to **Tagged Windows**, on page 78). Wait can be especially useful when an order is dependent on other orders being successfully completed.

- Click on the **Wait** button to make the hoods wait before attempting the order in the Working Week.

HINT
*Avoid using **Wait** too frequently. This can not only waste your hood's valuable time, but events can leave you with a large part of your team doing nothing whilst you take care of other issues.*

SELECTING PREFERRED PEOPLE FOR ORDERS

It is possible for you to select specific hoods for orders. This is useful if you want hoods to attempt tasks for which they would not normally be selected. As with normal orders, you can set the manpower above one, although you have no control over whom the hood takes with them.

- Click on the name of the hood to nominate them as the preferred person **before** the order is confirmed.
- Click on the current Lieutenant's tab to revert back to the Lieutenant.

HINT
Try to avoid giving too many orders with preferred people. Each time hoods are allocated in this way, the Lieutenant removes them from the list of hoods available for other tasks.

VIEWING AND EDITING ORDERS

It is possible to cycle through and edit a particular Lieutenant's orders whilst you are in the orders mode.

- Click on the up and down arrows to scroll through the confirmed job cards.

Note: If only one order is present, these arrows will not appear.

- Click on the **Edit** Order **button to open the job card again, so that the order** may be edited.

Once the Edit Order button has been selected, the order can be edited in any way.

- Click on **Confirm Order** to store the order.
- Click on **Cancel Order** to reject the order.

THE LIEUTENANT'S ORDERS

The Lieutenants have the largest number of orders of any character and these are divided into four groups:

- Business Orders
- Personnel Orders
- Minor Crimes
- Violent Crimes

BUSINESS ORDERS.

The **Business Orders** are concerned with financial issues and allow you to instruct your Lieutenants to perform the following actions:

1. **Buy premises**
2. **Set up Business**
3. **Run Business**
4. **Collect protection** money from extorted businesses
5. **Adjust protection** money levels in protected businesses
6. **Export** goods held in a warehouse
7. **Donate** money to charity

1. BUY PREMISES

Buy premises allows you to buy any empty land, warehouse, commercial business, industrial block or tenement block within two blocks of your territory. The Lieutenant who receives the order always sends his or her most suitable hood to run a purchased business. This character will be the hood with the best levels of **organisation** and **business** skills. In order to start establishing **illegal** businesses, **empty land** must first be bought at the **center** of blocks. This in turn can only be bought when you have purchased either a **legal** business on the block to serve as the **front**, or have **set up** a legal business on some empty land around the **edge** of the block.

HINT

An increase in violent activities can lead to lower land values and businesses being cheaper to buy. A cessation of violence, once you have bought the site, will lead to a gradual pick up in trade and therefore profit.

2. SET UP BUSINESS

Once you have bought some empty land, the **Set Up Business** order allows you to open nearly any type of business in the location. There is obviously a time and a cost attached, which you are asked to confirm. Once established, the site will automatically open. As with Buy Premises, the Lieutenant sends the most appropriate hood to run the site.

Illegal businesses can only be set up in the center location of commercial or tenement blocks. To set up an illegal business, you must own both the center location and at least one legal business on the block. If you are attempting to set up an **illegal** business, you will be asked to nominate a legal business on the block as the **front** for the illegal business. The front allows access to the illegal site, and also shields the business from the attentions of the **F.B.I.**

HINT

Try to set up an illegal business that is similar in operation to the legal business that will be the front. The more similar they are in their operation or produce, the less likely the F.B.I. are to find the site.

Be selective about the places you buy. Not all legal sites can cover the cost of even just the hood's wage. Try to establish illegal businesses that more than cover their own costs, plus the costs of the front.

3. RUN BUSINESS

Instructing a hood to **Run the Business** can be used to place and replace hoods. The Lieutenant always picks the best hood for the business and sends them there. Any hood already running the business will return to your Headquarters.

4. COLLECT PROTECTION

The order to **Collect Protection** money instructs your Lieutenant to send out hoods to the protected businesses. These hoods visit the sites and pick up the protection money from the business owners. Collect Protection requires no special skills and so is a useful task to give to cheap, poor quality hoods. Occasionally, business owners may refuse to pay. You will need to take action promptly against these people, or they may drop out of the racket altogether, or squeal to the police.

HINT

The protection racket is a highly effective way of both expanding your empire and making large quantities of money quickly.

5. ADJUST PROTECTION

Adjust Protection allows you to increase or decrease the amount of money your hoods squeeze from the business owners. You can select an area or an individual site to adjust. You can change the protection between zero and double the normal amount that is extorted when the site first joins the protection racket . The final level set is that which will be used when the Working Week is launched. Increasing and lowering the protection levels of protected businesses affects the hostility of the owner. If you attempt to extort an excessive amount, they may refuse to pay and may even squeal to the police.

6. EXPORT

The **Export** order allows you to dispose of surplus goods in your warehouses. The money you obtain is dependent on the total exported and requires hoods to move the goods out to the Railroad Terminal or the Docks. For details of **warehouses** and **goods**, please refer to **Goods** on page 67.

7. DONATE

Donate commands the Lieutenant to take an amount of money to the orphanage or church that you select. The amount of money to take is calculated from the squalor of the area local to the receiving charity. The poorer the area, the less money is required for the people to sing your praises. Donations can make areas easier to take over.

PERSONNEL ORDERS

The **Personnel Orders** contain direct commands for your hoods:

1. **Guard** a particular **Business** for the week
2. **Patrol** a part of your territory
3. **Explore** an area of the city
4. **Recruit** hoods, an Accountant or a Lawyer
5. **Go to** a point and secure it

1. GUARD BUSINESS

Guard Business is used for securing your own sites. The hood travels to the site and remains for the week.

HINT

The closer the site to one of your offices, the quicker the hood will get there!

A hood guarding the front to an illegal business can guard both the front and the illegal business, since any attackers will have to get past the hood to get at the illegal business.

2. PATROL

The **Patrol** order is used to instruct hoods to secure any area selected within your territory. They will walk or drive around the designated area, looking out for intruders.

3. EXPLORE

The **Explore** order sends a hood out to investigate an area that you select.

Successful explorations result in the full details of all businesses visited being found out and illegal businesses also run the risk of discovery. Stealth is the important factor for the hood performing this task.

4. RECRUIT

Recruit is one of the most important orders. You should always be on the lookout for more and better quality hoods, available from gyms, pool halls, the docks and the labour exchange.

Accountants are recruited from accountancy businesses and the main bank and Lawyers from the law companies and the courthouse. Known hoods can also be recruited from other Gangs. The key skill for this task is intelligence, since the hood must be able to convince the person of the value of joining your Gang.

HINT

Recruiting known hoods from other Gangs can be extremely risky. Your hood will first have to find them and then persuade them to join. This often involves travelling into enemy territory and may result in the death of your hood if the target refuses to join. Make sure the hood you want is worth it!

5. GO TO

Go to is useful when you wish to secure a particular spot, or just to send some hoods to where they might become useful. The hoods will head for the closest point on the pavement to where you select and will not move from the spot unless you tell them otherwise. This is also useful for positioning a fixed lookout.

MINOR CRIMES

Minor Crimes are actions that are not so serious. They can be violent, but are generally aimed at manipulating people and places without causing excessive damage or injury. Except for Raids, they are generally overlooked by the police:

1. **Bribe** a citizen or business owner
2. **Intimidate** a person
3. **Extort** a business
4. **Raid** a business
5. **Kidnap** a rival Gang member

1. BRIBE

Hoods can **Bribe** citizens, business owners, the press and the clergy. This action is a useful way to bend people to your will, but requires a reasonably intelligent hood to be able to persuade the person to take the money.

2. INTIMIDATE

You should only need to **Intimidate** the people of the city when they go against your wishes. People who refuse to pay protection, witnesses and jurors are all worthy targets of intimidation, which is obviously the key skill required here.

If this order fails, further steps may need to be taken.

3. EXTORT

The **Extort** command is the first process in establishing a protection racket. Businesses are visited by your hoods and persuaded to pay a weekly amount of their income, in return for your protection. The hoods performing this order need to be good at intimidation, or you run the risk of the people refusing and possibly even telling the police.

HINT

The further away from your base you try to extort, the more likely people are to reject your attempts.

4. RAID

The **Raid** command should only be given to hoods that have good levels of stealth. A raid is a higher profile crime than the protection racket, but can bring in more money at an early stage of the game. Raiding sites with trucks can also result in **goods** being stolen from the target location. These goods are brought back to your warehouses if you have any, and are either distributed amongst the businesses that can utilise them or kept in storage for **Export**.

Some sites, once raided, will suddenly obtain a police guard.

HINT

Be selective about the sites that you raid. You cannot hope to steal much money from a pawnbroker!

5. KIDNAP

The Kidnap command can only be used against enemy Gang members. Kidnapping an enemy hood is extremely risky, but can reap rich rewards if successful. Apart from any money they carry, you will also get the opportunity to interrogate them and find out about the enemy hoods and businesses for free. See the Prisoners report for further details.

VIOLENT CRIMES

The **Violent Crimes** are the extreme measures. These are all aimed directly at places or people:

1. **Smash up** a building
2. **Assault** a person
3. **Torch** a building
4. **Bomb** a building
5. **Kill** a person
6. **Ambush** any rival hoods seen in an area

1. SMASH UP

Smash up is the least violent action you can take against a business and normally puts the site out of commission for a week or two. Intelligence and stealth are the best ingredients for success.

2. ASSAULT

The **Assault** order is best given to hoods with high intelligence and fists ratings. The hoods will try to find the target and then give them a beating. This can often persuade wayward citizens to see things your way.

Assaulted hoods will always head for home after they have been assaulted. You will be able to give in-week orders, but they will otherwise head for cover.

3. TORCH

The **Torch** order is useful if you wish to do maximum damage at minimum cost. It does not require explosives and is slightly more destructive than smashing up the place. Arson, stealth and intelligence are what is required from a hood.

4. BOMB

The **Bomb** command is a drastic measure. This can potentially destroy a whole block and requires a bundle of explosives to be purchased. This command requires not only a high bombing rating, but also stealth and intelligence to ensure that the hood does not become caught in the blast.

Used correctly, this order can devastate an opponent's economy and also turn the people he or she is protecting against them.

5. KILL

To **Kill** a person requires firearms, intimidation, intelligence and stealth. This, like bombing, should only be used when all other alternatives have been exhausted.

6. AMBUSH

The **Ambush** order instructs your hoods to travel to another part of the city. When at the destination, they move around the area, looking for enemy Gang members. When they spot a target, they immediately open fire. When the target is destroyed, they return to your Headquarters.

HINT

*Be careful with Violent Crimes. An assault may end with the death of the target, leaving your hoods faced with a murder charge. Bombings can also cause the death of several occupants of a building, leaving you with far more charges than a straight **Kill** order would have done. Decide what has the best chance of achieving the result you desire and think about the outcome before giving the order.*

*If a potential target usually spends the week walking the streets, giving a **Kill** or an **Assault** order against them may not succeed because your hoods will have to find them first. If the target has a regular routine, learn it, and send some hoods on an **Ambush**.*

THE LIEUTENANT'S REPORTS

Click on the **Reports** button to access the Lieutenant's reports.

The Lieutenants have a set of reports that you can access. These reports appear in the **Reports Panel** and are only available when there are items within the category to report.

There are six reports usually available to each Lieutenant:

This Week's Orders

Last Week's Orders

Deaths and Defections

Other Gangs

Prisoners

Recruitment

Click on the relevant report button to access the report.
Click on the report button again to **cancel** the report.

THIS WEEK'S ORDERS

This **Week's Orders** displays a rolodex.

The rolodex is a device that holds a stack of cards. These list all of the orders that have been allocated to your Lieutenants and includes details of the Lieutenant's name, the order they were given and the details of any target. The map, displayed to the right, highlights any locations or areas relevant to the order.

Click on the **up** and **down** arrows on the side of the rolodex to view the next or previous orders.
Click on the **Edit Order** button on the job card if you wish to edit the order.

LAST WEEK'S ORDERS

Last Week's Orders displays the results of the previous week's orders, via the rolodex. The report shows the outcome of the orders given to your hoods the previous week. If any of the orders fail for any reason, the Lieutenant informs you exactly why the order failed. If an order is failed, most will give you the chance to **repeat** the task. Those that will not allow this involve reactions where the repeating of the order will only produce the same result, such as sending the same person to recruit from an area.

- Click on the **Repeat Order** button to issue the order again.

DEATHS AND DEFECTIONS

Death uses the rolodex to show the hoods who have been killed in the previous week. The four buttons in the **Deaths Panel** allow you to select the particular Gang you wish to view.

- Click on the button with the relevant Gang color to view the deaths from a particular Gang.

The rolodex displays the names of all the hoods who died. Those who were working under a Lieutenant also have the name of their Lieutenant displayed. The map is used to show where they died. The report also shows any members of your Gang that have defected in the previous game week. These people will have left your Gang, and are looking for other offers.

OTHER GANGS

The **Other Gangs** report uses the rolodex to display the members of other Gangs seen and describes any activities they were seen to be performing. The map will highlight exactly where the member of the other Gang was seen.

PRISONERS

If you have successfully carried out a kidnapping, the **Prisoners** report becomes available. The report shows not only the names of those people who have been captured by your Gang members, but also allows you to perform any of the following actions on the prisoner:

1. Interrogate the prisoner
2. Assault the prisoner
3. Kill the prisoner
4. Release the prisoner

1. INTERROGATE

Using **interrogate**, you can attempt to obtain information regarding an opponent's Gang members and territory. You must be quick, since the longer they remain a prisoner without talking, the less the information they can divulge to you.

- Click on **Interrogate** to interrogate the prisoner.

2. ASSAULT

Assaulting the prisoner can make them divulge information quicker, but may also result in their accidental death.

- Click on **Assault** to have the prisoner beaten and interrogated.

If you successfully force information out of a prisoner, you will become immediately aware of all the people and places they inform you about and you can take immediate action against these people and sites.

3. KILL

Killing prisoners removes them as a future threat, but also causes rumours to spread. This can lead to an increase of activity against you by the prisoner's former Gang Leader.

- Click on **Kill** to kill the prisoner.

4. RELEASE

Releasing the prisoner sends them back to their original Gang Leader and causes no future increase in aggression.

- Click on **Release** to have the prisoner thrown out of the Hideaway and sent back to their own Gang Leader.

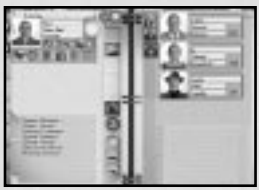
RECRUIT

The **Recruit** report is the last report available. Once a recruit order has been successfully performed, the hoods, Accountants and Lawyers who are willing to be employed by you are shown in this report.

- Click on **Recruit** to access the Recruit report.

If more than one character type was selected, the buttons at the top of the **Character Selection Panel** allow you to select the category of character to view:

- Accountant
- Lawyer
- Hood
- Click on the relevant character type to view the available people.



Each character available is shown in a similar fashion to the Hoods Section in the Resources, with the star rating and their current pay shown alongside their name and face. (See the end of this chapter for details of **Resources**)

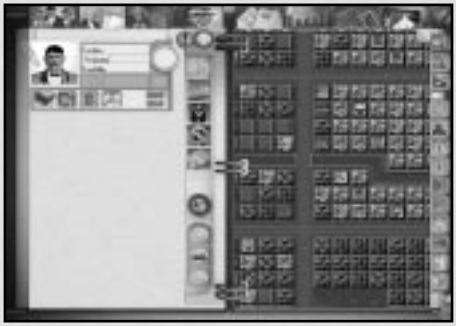
- Click on a prospective employee's face to view their details.

If the character is a hood, you will also be given these options for the character:

- Recruit as new Lieutenant
- Pay Demand
- Recruit to Team
- Recruit to Pool
- Click on **Recruit as new Lieutenant** to recruit the hood, and have them made into a Lieutenant. You can only do this if you have a free Lieutenant tab. The hood will ask for $50 more each week to do this.
- Click on **Pay Demand** to view the character's pay demand in the money clip.
- Click on **Recruit to Team** to recruit the hood, and have them sent to the currently selected Lieutenant's team.
- Click on **Recruit to the Pool** to recruit the hood, and have them sent to the **hood's pool**. Please refer to the **Resources** section for further information on the hoods.

In the cases of an **Accountant** or **Lawyer**, the only option is to **Recruit**. **You can only employ one Accountant or Lawyer at a time**. If you employ another Accountant or Lawyer, the previously employed character will be sacked.

THE ACCOUNTANT SECTION



The **Accountant** is the character responsible for receiving and recording your finances and for keeping an eye on the people who handle money. The Accountant also covers up evaded tax and large amounts of illegal income, although excessive amounts might lead to detection and investigation by the FBI. The Accountant Section may still be accessed even if you do not have an Accountant, but in this case you will only be allowed to view the **Finances**, **Bribed People** and **Employed Police** reports.

- Click on the **Accountant** Section tab to access the **Accountant Section**.

LAYOUT OF THE ACCOUNTANT SECTION

The Accountant Section has the following features:

- The Section Tabs
- The Accountant Details Panel
- The Resource Details Panel
- The Reports Panel
- The Map Buttons

THE SECTION TABS

The **Section Tabs** are the same as those displayed in every other Section of the Gang Organizer, and are used to move between the different Sections.

THE ACCOUNTANT DETAILS PANEL

The **Accountant Details Panel** is where the Accountant and his or her details are displayed.

THE RESOURCE DETAILS PANEL

The **Resource Details Panel** is where information concerning the city and your Gang are displayed. At differing stages of the Accountant Section, the Resource Details Panel can have either of the following functions:

- It can display the available **maps** of the city and is referred to as **The Map**.
- It can also display the reports of the Accountant.

THE REPORTS PANEL

The **Reports Panel** displays the reports available from the Accountant. When you are giving orders, this panel changes to become the **Orders Panel**.

The **Reports Panel** also allows you access to the **Clipboard** and your **Resources**. The Accountant only has access to **vehicles** from the Resources. (For details on the **Clipboard** and the **Resources**, turn to pages 62 and 63 respectively).

THE MAP BUTTONS

The **Map Buttons** are available in several of the Sections in the Gang Organizer. They are used for displaying information about the city. Please refer to the section in this chapter titled **City Maps** for further details.

THE ACCOUNTANT

The Accountant is always shown at the top of the **Accountant Details Panel** with their name and portrait.

The other details and options shown here are

- The **Accountant Summary**
- The Accountant's **Skill**
- The Accountant's **Pay Demand**
- The amount of money that you are **actually paying** the Accountant
- The Accountant's Time Indicator
- A button to **sack** the Accountant
- A button to have the Accountant **killed**
- A button to edit the **Accountant's Pay**
- A button to start and stop the Accountant **Evading Tax**

THE ACCOUNTANT SUMMARY

This shows whether the Accountant has a **vehicle** or not.

THE ACCOUNTANT'S SKILL

A number of stars, from half a star to five stars, shows how good the Accountant is at his or her task. The more stars, the better the Accountant.

THE ACCOUNTANT'S PAY DEMAND

This is where the Accountant shows how much they would like to be paid each week. If this value becomes appreciably higher than the amount you are actually paying the Accountant, their name will turn **red**. Once this has happened, there is a risk of the Accountant deserting. See the paragraph on the **Accountant's Pay**, below.

THE ACCOUNTANT'S ACTUAL PAY

This shows the amount you are actually paying the Accountant each week.

THE ACCOUNTANT'S TIME INDICATOR

This shows how much time the Accountant has allocated to orders. Since the Accountant can only perform an **Audit**, which consumes the whole week, this indicator will fill once you have given such an order.

SACK ACCOUNTANT

Giving the **Sack Accountant** command results in your Accountant being thrown out onto the streets. He will be available for further recruitment, but he will also be more hostile towards you. The Accountant will almost certainly ask for more money if you try to recruit him again.

HINT

Be careful when sacking the Accountant. He may be carrying a list of any taxes recently evaded. These could be used against you if the Accountant is arrested. Sacking the Accountant also upsets the Lawyer.

- Click on the **Sack Accountant** button to sack the Accountant.
- Click on the **Yes** button to confirm the sacking.
- Click **No** to cancel.

KILL ACCOUNTANT

Taking the option to **Kill the Accountant** means that the Accountant cannot talk about any of the crimes you have committed. Killing the Accountant inside your Headquarters does not produce a crime, since none of your team present are prepared to go to the police. All deaths within your Headquarters do however cause your hoods to become restless.

- Click on **Kill Accountant** to have the Accountant killed.
- Click on the **Yes** button to confirm the killing.
- Click **No** to cancel.

ACCOUNTANT'S PAY

If you find that your Accountant's name is shown in red, it means that the Accountant is not especially happy with the way he or she has been treated recently. He or she will be demanding more money. **The Accountant's Pay** button allows you to keep your Accountant happy; you can increase or decrease their pay as much as you like.

- Click **Accountant's Pay** to open the money roll.

The **Money Roll** shows how much money the Accountant is currently being paid and how much money you have available.

- Click on the **Increase Pay** button to increase the Accountant's pay.
- Click on the **Decrease Pay** button to reduce the Accountant's pay.

Note: Decreasing his or her pay will make your Accountant very unhappy!

- Click on the **Accountant's Pay** button again to close the money roll and accept your changes.

This method applies to all Lieutenants, hoods, the Accountant and the Lawyer.

HINT

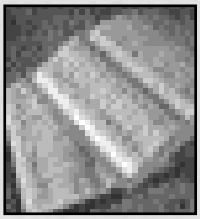
Refusing a pay increase leads to an increase in hostility and a reduction in loyalty. Eventually, your Accountant will leave if you do not pay enough. You have been warned!

EVADE TAX

Evade tax is a special function of the Accountant. You pay taxes on all your profit, so the Accountant offers a service where some of this money can be held back using less than legal methods. The amount the Accountant can hide varies with how much legal income you made in the previous week and how good the Accountant is. Occasionally, the Accountant will evade more tax in one week than he can reasonably hide. In these cases, the Accountant will simply make a note of it and cover up the amount later.

- Click on the **Evade Tax** button to instruct the Accountant to begin evading tax.
- Click on the **Evade Tax** button to instruct the Accountant to stop evading tax.

THE ACCOUNTANT'S ORDERS



Besides the option to evade tax, the Accountant has just one order that can be performed:

- Audit

The **Audit** helps you keep an eye on the finances of your empire. Just as your Accountant may keep back revenue from the government, so your Lieutenants and hoods may keep back small amounts of money from you. This is known as **skimming**.

Audit instructs the Accountant to visit one of your Lieutenants or businesses. Here, the Accountant will check the books and compare the amount of money given to him and the amount that was taken by the business or Lieutenant.

The results are reported in the **Audit** report at the end of the week.

To have the Accountant perform an audit

- Click on the **Audit** button in the **Orders Panel** to bring up the job card.
- Click on the Clipboard button to view the list of your Lieutenants and those hoods who are running businesses for you.
- Click on the name of one of your Gang members in the Clipboard to select them for auditing.

The map will highlight the location of the selected character.

- Click on **Confirm Order** on the Job card.

In the following **Working Week**, the Accountant will travel to the site of the character to be audited, and will go through their books. The results of the Audit will be reported in the **Audit report**. (See **Accountant Reports**, below.)

GIVING THE ACCOUNTANT A VEHICLE

If you want to, you can give the Accountant a vehicle. This helps the Accountant reach **Audit** destinations quickly and safely. A vehicle is allocated to the Accountant the same way as giving one to a Lieutenant.

For details on allocating **vehicles**, please turn to the **Vehicles** section in **Resources**, at the end of this chapter.

THE ACCOUNTANT'S REPORTS

Like your Lieutenants, the Accountant gives information as weekly reports.

The reports available to the Accountant are as follows:

Finances

Bribed People

Employed Police

Tax Evasion

Audit

- Click on the appropriate button to view a report.
- Click on the report button again to cancel the report.

All of the reports are available from the **Reports Panel** and concern issues where money is involved.

FINANCES REPORT

The **Finance** report is one of the most important items in any of the Gang Organizer sections. It displays a summary of the income and outgoings for the week. On this Section, you can see how much money has gone on wages and purchases and how much money has come in from your legal and illegal activities.

HINT

If either of the incomes shows a negative value, this means that this form of business is actually costing you money!

The top of the Section always shows the week number that you are on, including the time limit if you are playing a fixed time game. (Please refer to Game Menus on page 28 for details of setting up a fixed time game). The bottom of the Section contains the totals of your cash and assets; together, these represent your total wealth. The entry titled "**Risky Money**" displays the amount of illegal income that the Accountant has not been able to cover up. The more money that appears in this row, the greater the chance of the FBI have of detecting your illegal businesses, laundering operations and warehouses. This in turn adds to both your suspicion and the evidence being built up against you by the FBI. The actual risk shown below is based on any increase in your **suspicion** of your income and your **illegal business**. Stopping your illegal income will drop the risk for that week to zero, but the FBI will be keeping an eye on you for several weeks before your suspicion drops and they start looking for other illegal activities.

HINT

Another way to lower the risk is to increase your legal income by buying legal businesses.

If you are running low on money, an icon may appear next to your wages bill. This is a dollar bill with either a numerical half or zero upon it. The half means that your hoods have received only half pay, whilst the zero means that they have received no pay.

HINT

Each week that your Gang members receive less than full pay, they become more and more irate!

BRIBED PEOPLE

The report on **Bribed People** shows who has recently received money from you. This is a summary of the bribe order and uses the Clipboard to show which officials you have started to influence. This report is always available, whether you have an Accountant or not.

Employed Police opens the Clipboard at the employed police Section. This list contains all the police who have been put on a regular income.

- Click on a name to view the name and face of the selected officer.

Other information displayed includes how much you are paying them and how much you are paying all the employed police in total. A button below the officer's name gives you the option to dismiss them. This report is always available, whether you have an Accountant or not.

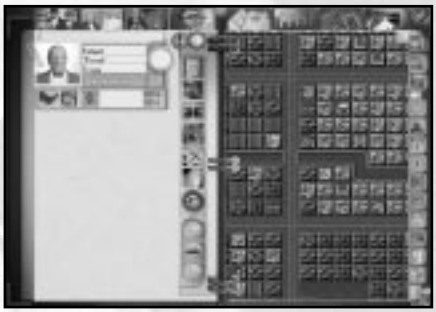
TAX EVASION

The Tax Evasion report displays the sums of money that your Accountant has not declared to the authorities over the previous eight weeks. The red number displayed at the top of the report is evaded tax that has not been covered up by your Accountant. The amount that your accountant can cover up varies with the legal income that you have each week and the skill of the accountant. Tax that has not been covered up may cause you trouble if the Accountant is arrested, and can also highlight the presence of your illegal businesses to the FBI.

AUDIT

The **Audit** report is only available if the Accountant successfully audited one of your Lieutenants or hoods in the previous week. This report gives a brief summary of how much money the character brought in and how much was actually turned over to your Accountant. If there is a difference, it is up to you to take action.

THE LAWYER SECTION



The **Lawyer** is the character responsible for keeping your Gang members out of prison and for all activities that involve corruption, such as the bribing of dignitaries, the employing of police and the running of an election campaign.

This Section may still be accessed even if you do not have a Lawyer, but you will only see the **Most Wanted** report. (See Lawyer Reports, on page 49)

- Click on the **Lawyer Section Tab** to access the **Lawyer Section**.

LAYOUT OF THE LAWYER SECTION

The Lawyer Section has the following features:

- The Section Tabs
- The Lawyer Details Panel
- The Resource Details Panel
- The Reports Panel
- The Map Buttons

THE SECTION TABS

The **Section Tabs** are the same as those displayed in every other Section of the Gang Organizer, and are used to move between the different Sections.

THE LAWYER DETAILS PANEL

The **Lawyer Details Panel** is where the Lawyer and his or her details are displayed.

THE RESOURCE DETAILS PANEL

The **Resource Details Panel** is where information concerning the city and your Gang are displayed. At differing stages of the Lawyer Section, the Resource Details Panel can have either of the following functions:

- It can display the available **maps** of the city and is referred to as **The Map**.
- It can also display the various reports of the Lawyer.

THE REPORTS PANEL

The **Reports Panel** displays the reports available from the Lawyer. When you are giving orders, this panel changes to become the **Orders Panel**. The **Reports Panel** is also used for allowing access to the **Clipboard** and your **Resources**. The Lawyer only has access to vehicles from the Resources. (For details on the **Clipboard** and the **Resources**, please refer to the relevant sections at the end of this chapter.)

THE MAP BUTTONS

The **Map Buttons** are available in several of the Sections in the Gang Organizer. They are used for displaying information about the city. Please refer to the section in this chapter titled **City Maps** for further details.

THE LAWYER

The Lawyer is always shown at the top of the **Lawyer Details Panel** with their name and portrait. The other details and options shown here are:

- The **Lawyer Summary**
- The Lawyer's **Skill**
- The Lawyer's **Pay Demand**
- The amount of money that you are **actually paying** the Lawyer
- The Lawyer's Time Indicator
- A button to **sack** the Lawyer
- A button to have the Lawyer **killed**
- A button to edit the **Lawyer's Pay**

THE LAWYER SUMMARY

This shows whether the Lawyer has a **vehicle** or not.

THE LAWYER'S SKILL

A number of stars, from half a star to five stars, shows how good the Lawyer is at his or her task. The more stars, the better the Lawyer.

THE LAWYER'S PAY DEMAND

This is where the Lawyer shows how much they would like to be paid each week. If this value becomes appreciably higher than the amount you are actually paying the Lawyer, their name will turn **red**. Once this has happened, there is a risk of the Lawyer deserting. See the paragraph on the **Lawyer's Pay**, below.

THE LAWYER'S ACTUAL PAY

This shows the amount you are actually paying the Lawyer each week.

THE LAWYER'S TIME INDICATOR

This shows how much time the Lawyer has allocated to orders.

SACK LAWYER

Giving the **Sack Lawyer** command results in your Lawyer being thrown out onto the streets. He will be available for further recruitment, but he will also be more hostile towards you. The Lawyer will almost certainly ask for more money if you try to recruit him again.

HINT

Be careful when sacking the Lawyer. He may be carrying a list of any crimes recently committed. These could be used against you if the Lawyer is arrested. Sacking the Lawyer also upsets the Accountant.

- Click on the **Sack Lawyer** button to sack the Lawyer.
- Click on the **Yes** button to confirm the sacking.
- Click **No** to cancel.

KILL LAWYER

Taking the option to **Kill the Lawyer** means that the Lawyer cannot talk about any of the crimes you have committed. Killing the Lawyer inside your Headquarters does not produce a crime, since none of your team present are prepared to go to the police. All deaths within your Headquarters do however cause your hoods to become restless.

- Click on **Kill Lawyer** to have the Lawyer killed.
- Click on the **Yes** button to confirm the killing.
- Click **No** to cancel.

LAWYER'S PAY

If you find that your Lawyer's name is shown in red, it means that the Lawyer is not especially happy with the way he or she has been treated recently. He or she will be demanding more money. The **Lawyer's Pay** button allows you to keep your Lawyer happy; you can increase or decrease their pay as much as you like.

- Click **Lawyer's Pay** to open the money roll.

The **Money Roll** shows how much money the Lawyer is currently being paid and how much money you have available.

- Click on the **Increase Pay** button to increase the Lawyer's pay.
- Click on the **Decrease Pay** button to reduce the Lawyer's pay.

Note: Decreasing his or her pay will make your Lawyer very unhappy!

- Click on the **Lawyer's Pay** button again to close the money roll and accept your changes.

This method applies to all Lawyers, hoods, the Lawyer and the Lawyer.

HINT

Refusing a pay increase leads to an increase in hostility and a reduction in loyalty. Eventually, your Lawyer will leave if you do not pay enough. You have been warned!

THE LAWYER'S ORDERS

The Lawyer has an exclusive set of commands. Some actions are performed automatically, such as the covering up of crimes and defending your hoods in court. Other functions, such as the corruption of official figures and the clearing of your name, must come as orders directly from you.

The Lawyer has four orders:

- Bribe Officials

- Employ Police

- Go Straight

- Run for Office

BRIBE OFFICIALS

The **Bribe Officials** order is used to make single payments of cash to the people in positions of authority:

- The Mayor
- The Police Chief
- The Judges
- The DAs
- Police officers

The one dignitary that the Lawyer cannot bribe is the head of the F.B.I., who is completely free from corruption.

The corruption of officials always requires money and can be very useful if you can afford to do it. Unless the target official is very hostile towards you, the application of money can see to it that your illegal activities are forgiven far more easily.

Bribing the **Mayor** causes this character to become more lenient on you. This results in his influencing the **Police Chief**, who in turn will ensure that fewer police are sent to patrol your patch.

The bribing of the **judges** is most effective when they are sitting on cases where your hoods are being tried. Although expensive, a suitably applied bribe will result in the case being immediately thrown out and your hood released.

Each **DA** is responsible for ensuring your hoods are prosecuted with the full weight of the law. Successfully bribing one of these characters whilst they are prosecuting a member of your Gang will result in your Lawyer obtaining the names of either the witnesses or alternatively the jurors. A second bribe will usually reveal the other list of names. Once you have the list, you can go out and start visiting these people, to try to persuade them to either forget what they saw, or to state "Not guilty" when a verdict is reached.

The bribing of **police officers** can prevent the need for a case to ever get to court. If an officer is closing in on a suspect, a large amount of cash can result in the investigation being called off through a sudden lack of evidence.

- Click on **Bribe Officials** to open a jobcard.

The map will highlight the locations of all officials. You can click on the map, or use the Clipboard to select the name of the target.

- Click on the **Clipboard** button.

The Clipboard will only display the list of the **dignitaries** who can be bribed:

- The Mayor
- The Police Chief
- Police Officers
- Judges
- DAs

- Click on the **category** of person required.

The names of the people in the group are shown in the clipboard.

- Click on the **name** of the person to bribe.

The map will highlight their location. A money roll will appear, showing how much money the person will want to be successfully bribed.

- Click on **Confirm Order** on the job card to allocate the order.
- Click on **Reject Order** on the job card to cancel the order.

HINT
Bribes can get you a quick fix in an emergency, but it does not do any harm to keep dignitaries on your side. The occasional bribing of the Mayor and the Police Chief can make all the difference to your success.

EMPLOY POLICE

Employing police is an option that is worth considering when you are planning hits on people and places.

Giving the order to employ police results in the Lawyer **patrolling** an area of the city. Within this area, he looks for police and makes them the offer of a supplementary income, provided they turn a blind eye to the activities of your hoods.

- Click on Employ Police to open a job card.

The map will highlight areas available for employing police in blue. Any illegal activities planned will be highlighted in yellow.

- Click on individual blocks, or bound an area, to select the area for the Lawyer to cover.
- Click on **Confirm Order** on the job card to allocate the order.
- Click on **Reject Order** on the job card to cancel the order.

HINT
Even though you may have police on your payroll, it is still a bad idea to push your luck. Most police will ignore activities such as assaults and robberies, but very few officers can turn a blind eye to murder.

GOING STRAIGHT

Going Straight is an objective in Gangsters, available in single player games only. This can only be performed with the help of your Lawyer. You will only be allowed to go straight if you have assets in excess of $250.000, no court cases in process against your Gang members and no illegal businesses except for your offices. For further details on Going Straight, please refer to the chapter entitled The End of the Game.

- Click on **Go Straight** to begin attempting to leave a life of crime.
- Click on **Go Straight** again to cancel going straight.

HINT
When you give this order, the rival Gangs will attempt to thwart your plans. Their action may involve attempting to extort your territory, or even attacking your businesses and hoods. They will attempt nearly anything to make your hoods commit a crime, thereby dragging you back into the conflict.

RUN FOR OFFICE

When an election occurs, you may find yourself with the opportunity to **Run for Office**. The Lawyer will only offer you this option if you have both the power base (100 blocks) and the capital to stand a chance of winning. If you win the election, you will become Mayor and win the game. Running for office has its own cost and its own risks. For each of the six weeks that pass, you must spend money keeping the people in your area happy. All through the campaign, the opposing Gang leaders will plan actions in your territory to destroy the morale of your supporters.

HINT
If you find that another Gang Leader is attempting to become mayor, your best choices are to run for office yourself, or to start bombing and killing people within the opponent's territory.

- Click on **Run for Office** to begin campaigning for the election.
- Click on **Run for Office** again to withdraw from the election.

For further details on Becoming Mayor, please refer to the chapter titled **The End of the Game**

GIVING THE LAWYER A VEHICLE

If you want to, you can give the Lawyer a vehicle. This helps the Lawyer reach **Bribe** and **Employ Police** destinations quickly and safely. A vehicle is allocated to the Lawyer in the same way as giving one to a Lieutenant. For details on allocating vehicles, please turn to the **Vehicles** section in **Resources**, at the end of this chapter.

THE LAWYER'S REPORTS

The Lawyer gives information as weekly reports.
There are six reports available to the Lawyer:

Most Wanted

Squealers

Crimes

Elections

Legal Proceedings

Employed Police

Click on the appropriate report button to access any of the reports.

Click on the report button again to cancel the report.

All of these reports are available from the **Reports Panel** and concern important legal issues.

MOST WANTED

The **Most Wanted** report shows a list of the people being watched by the FBI. This report is always available, whether you have a Lawyer or not. If you find that one of your hoods is on the list, you should consider keeping them off the streets for a few weeks. Doing this allows the hood's rating on this list to drop, although they are still claiming a wage.

HINT
The Most Wanted report only shows dangerous and habitual criminals. Hoods can be arrested for minor crimes without ever appearing on this list.

SQUEALERS

Squealers displays the Clipboard, open at the list of people who have informed the police of your illegal activities. These people must be dealt with promptly, before they cause you too much trouble.

CRIMES

Crimes displays a list of all the crimes that your Gang have committed in the previous week.

Each crime is listed with various details:
- The name of the hood
- The crime
- The risk of arrest

ELECTIONS

The report on **Elections** only appears when an election takes place. As the election is fought, you can see how each of the candidates is doing from this report.

HINT
Keep an eye on this each week during an election. You may find that another fledgling crime lord has also entered the race for office!

LEGAL PROCEEDINGS

If any of your hoods are arrested, the **Legal Proceedings** report becomes very useful. This uses the rolodex to show who in your Gang is awaiting trial, or is actually on trial. The report also shows the name of the judge and the DA and the current status of the case.

EMPLOYED POLICE

Employed Police opens the Clipboard at the employed police Section. This list contains all the police who have been put on a regular income and also gives you the option to dismiss them.

Click on the name of the officer to view their details.

Click on **Sack** to dismiss the officer from your pay.

Click on **Yes** to confirm the action.

Click on **No** to disagree to the action.

HINT
Dismissing police saves money, but often leaves them infuriated!

DIPLOMACY

Diplomacy is where you can not only view and set your relationship with rival Gangs, but you can also find out about your opponents, using **Snitches**.

- Click on the **Diplomacy Section Tab** to access this Section.

There are five levels of diplomacy between opposing Gang leaders:

- Alliance
- Peace
- Cease-Fire
- Aggression
- Gang Warfare

Each of these controls not only the relationship and tactics between opposing Gang leaders, but also influences each player's hoods. The more violent the setting, the more inclined hoods are to avoid a rival's territory and the more likely they are to open fire if they see any hoods from the opposing Gang.

ALLIANCE

An **Alliance** is where the two Gang Leaders agree to divide the city. Gang members can pass freely through each other's territories. The Alliance is the most delicate of treaties; it can take only one false slip to lose the friendship. A game will end if the only Gang Leaders remaining are Allied, unless one decides to break the Alliance.

PEACE

A **Peace** setting is more stable than an alliance, but ultimately the two Gang Leaders will have to go to war when their opponents are killed.

CEASE-FIRE

The **Cease-Fire** setting is used when you want to avoid attacking the hoods of another Gang, unless they appear within your territory. Cease-fire is the most stable of treaties; any hood that is killed in your area will usually bring no repercussions, because they should not have been there in the first place! Avoid sending your hoods into other areas, unless it is necessary.

AGGRESSION

An **Aggression** setting means that the Gangs are effectively at war. The members of each Gang will usually attack each other on sight, and all movement within each other's territory is forbidden. Gang Leaders with an Aggression status will not deliberately plot against each other, but will not consider each other when planning actions.

GANG WARFARE

Gang Warfare is the ultimate in Gangster violence. Gangs Leaders at this status will deliberately plan hits against each other's people and places. This setting means that territory means nothing; it is the number of guns that counts.

VIEWING THE DIPLOMATIC STATUS

Keeping an eye on the diplomatic level is an important task and is worth doing at least once each week.

When you first access the Diplomacy Section, you will see that all the details displayed relate to your Gang and your face is shown at the top left.

- Click on one of the top five tabs down the left side of the Section to view the status of any of the other Gangs.

When viewing a rival Gang, you will see that the Diplomatic Status Bar, just below the face of the opposing Gang leader, has two arrows pointing to it; one above and one below.

The bottom arrow is the last known status of the opposing Gang Leader towards you and is always shown in the opposing Gang's color. The status comes from events on the street and the rumours that spread after any of your actions. Consequently, it always updates one Working Week after the opponent has changed the setting themselves.

The arrow above the bar is your setting. It is through using this that you can make offers of peace and declarations of war towards your opponents.

SETTING THE DIPLOMATIC LEVEL

As the game progresses, you may find it desirable to seek a change of status with your opponents. This may be for any number of reasons such as declaring war or seeking peace.

- Click on the desired new setting in the **Diplomatic Status Bar** to change the diplomatic status.

The top arrow will move from its current status to the one you selected.

This is the status that you are **offering**. A change in status instructs your hoods to act according to the new status selected, but your opponent might not agree; both parties are in agreement only when both your arrow and the arrow from your opponent are at the same status. This is especially important when seeking an alliance. An alliance is only active between two Gangs when both diplomatic status arrows are pointing to “Alliance”.

You can change the status as many times as you like in the Gang Organizer; your opponent will not take any notice until the end of the next Working Week.

HINT

Large changes of diplomatic status, such as switching from **Peace** *to* **Gang Warfare**, *can be used to get the drop on your opponent. Only make such a drastic change if you intend to follow it up with a serious assault on your opponent's territory.*

VIEWING YOUR GANG DETAILS

The details of your Gang are shown when you first enter the Diplomacy Section.

Your face and name are shown at the top left of the Section, and the right side of the Section displays all the hoods in your Gang. These can be sorted by their skills in the same manner as the hoods resources Section.

- Click on any skill to sort the hoods according to their rating in the selected skill.

The Clipboard is also displayed to the left. This contains the names of all the members of your Gang.

The Diplomacy Section also allows you to view the location of all the Gang members known by you, provided that you also know their position.

- Click on the **Map/Gangsters** button to open the list of hoods and to display the map.

The map is displayed on the right side of the Section.

- Click on the name of any Gang member to see where they are located.

VIEWING OTHER GANG DETAILS

The Diplomacy Section also allows you to look at the other Gangs. The list of hoods and businesses are not necessarily exact; only the people and places that you know about are displayed.

The tabs down the left side of the Section are shown in the four identifying colors of the Gangs. Each allows you to view the details of the Gang that is represented by the color.

- Click on the colored tab that represents the Gang about which you wish to view details.

Your face and name will be replaced by the face and name of the Gang Leader who runs the Gang that you selected. The Clipboard, pool Section and the map will all be now displaying information relating to the known details of the particular Gang.

Once you have selected an opposing Gang, the Section itself operates in the same manner as that for your own hoods and businesses. Locations will only be highlighted on the map if you know about the particular businesses where the hoods are situated.

USING SNITCHES

The final function of the Diplomacy Section is to allow you to purchase information on the hoods of the opposing Gangs. You do this by using the **snitches**.

At the start of the game, all the Gang leaders know most of their rival's forces. As recruiting occurs and people are replaced, the list will become gradually less and less well informed. Relying on just your businesses or enemy attacks to help identify rival hoods is not a very satisfactory way of getting to know about your opponents, so there is another way; using the snitches.

Snitches are ordinary people, who make their living walking from one Gang leader's territory to the next, poking their noses into other people's business, then selling the information on to whoever wants it.

Each of the snitches can be found on a tab at the bottom of the left side of the Section.

Click on one of the **snitch tabs** to select a **snitch**.

This places their name and face at the top of the left Section and a new bar is displayed just below.

The bar is used to select the Gangs that you wish to know about, including those hoods who currently do not belong to a Gang.

HINT

This can be a very useful way to find and recruit high quality hoods.

Click on the relevant colored buttons to select the Gangs you want to get information about.

Once a Gang has been selected, the snitch will tell you how many people from that Gang they know about and how much money they want for the information. You can click on as many Gangs as you wish and the cost will increase as each successive extra piece of information is offered.

Click on the **tick** on the money roll to confirm the exchange of information.

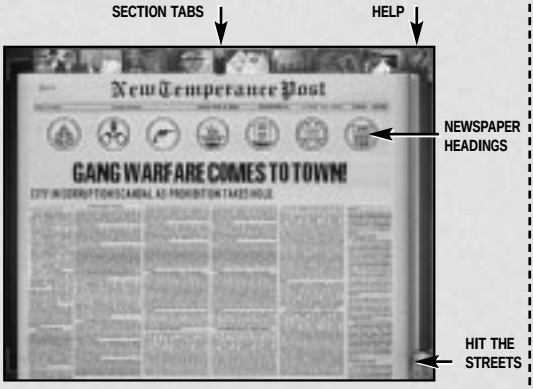
If you purchase the information, the names of the hoods are added to the list of people that you know about for each Gang.

You may only use one snitch per week; buying the information from one will cause the others to look elsewhere for paying customers.

There is also no guarantee that the hoods you are informed about are of any quality; they may be valuable killers or Lieutenants, or they may be cannon fodder. The only guarantee given by the snitches is that the hoods you are informed about were not already known to you.

Snitches never sell information on the businesses of a rival Gang Leader. They will tell you where to find a hood who is not currently employed by a Gang Leader, but the sites of rival Gangs are places that you must find for yourself.

THE NEWSPAPER



The Newspaper is the first screen you will see following the start of a game and the end of every Working Week.

Four Newspapers are available in the city; the New Temperance Herald, Post, Tribune and Times. Each one is situated in a different corner, where they vie for sales by influencing their clientele. Each newspaper affects the people living and working in the immediate area around itself, influencing their opinions as they pick up their morning paper on the way in to work.

- Click on the **Newspaper Section Tab** to access the **Newspaper Section**.

You will only ever see one newspaper. This is usually the one closest to the site of your main office. If you own any Newspapers, it is the closest owned Newspaper that is delivered to your door.

The Section is laid out as the top half of a newspaper. The main headline is always displayed when the Section is accessed, since this item is comparatively the most important piece of news. News items are always laid out as summaries, so that you can read them promptly and understand each item, without having to search for the information.

At the top of the Section is the name of the newspaper. Below this is a line of up to 7 buttons:

- Business Moves
- Law Enforcement
- Crimes
- Charitable
- Deaths
- Political News
- Front Page

Those not applicable in any week are not displayed.

- Click the appropriate button to read any of the reports.

BUSINESS MOVES

Business Moves shows any major businesses that have been bought, sold or established in the previous week.

LAW ENFORCEMENT

The Section on **Law Enforcement** displays arrests, raids and the results of court cases.

HINT

Watch to see if either you or another Gang Leader is mentioned as the target for a "crackdown". If this happens, the Gang Leader named will almost certainly experience an increase in the level of policing in his or her area.

CRIMES

The **Crimes** Section shows any murders, arson attacks or bombings that have occurred.

HINT

Keep an eye on where the majority of crimes take place. If several people are reported to be killed in the same area, it could mean that there is a state of aggression between two rival Gang Leaders. If this is the case, their attention will be away from you.

CHARITABLE ACTS

The **Charitable Acts** Section shows any major donations that have occurred and is also used as the Section where the religious leaders make pleas for money.

DEATHS

Everyone who died in the previous week is shown in the **Deaths** Section.

POLITICAL NEWS

Political News is where you can read the forecasts and results of elections and also see if the mayor has made any declarations.

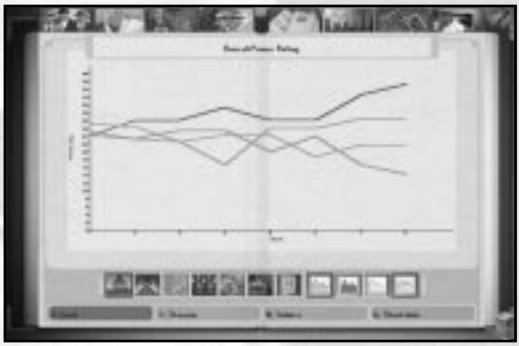
FRONT PAGE

The **Front page** item covers the week's most important item.

HINT

If you own the newspaper, it no longer passes on news of your major purchases to the other papers. Buying a valuable business like a department store becomes a lot safer once it is hidden from your enemies.

GRAPH REPORTS



The **Graph Reports Section** is laid out as a single sheet of paper and can show information useful to the running of your empire.

- Click on the **Graph Reports Tab** to access the **Graph Reports Section.**

There are seven graphs available, all of which are shown as buttons at the bottom of the Section:

- Overall Power Rating
- Assetts
- Territory Controlled
- Manpower
- Gang Loyalty
- Crimes
- Suspicion
- Click on the relevant button to access any of the graphs.

The title is shown at the top of the graph. All graphs show the last eight weeks, starting from week one and working upwards.

The graph itself occupies most of the Section and this allows you at a glance to make comparisons of the strengths and weaknesses of your own position and the position of your opponents. The bottom of the Section always shows the week number that you are on, including the time limit if you are playing a fixed time game. (Please refer to the chapter on **Game Menus** on page 28 for details of setting up a fixed time game.) At the bottom right are the methods by which you can display the information.

- Click on the button marked **Line Graph** to view the information as a line chart.
- Click on the button marked **Bar Graph** to view the information as a bar chart.
- Click on the button marked **Your Data** to view information about your Gang only.
- Click on the button marked **All Data** to view information about all the Gangs.

THE CITY MAPS

The City Maps display the City Plan and Rooftop Views full screen within the limits of the journal. They allow the user to navigate the city, with full use of overlays.

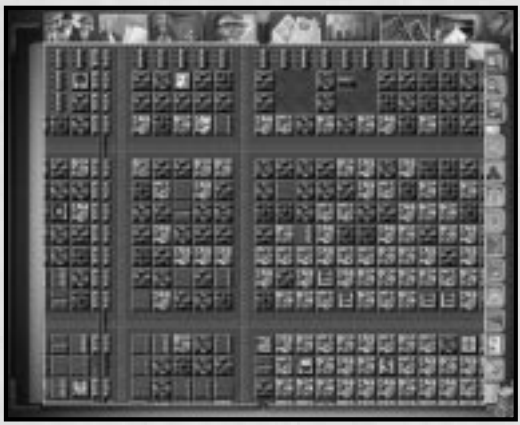
They are also the easiest way to get straight to the details on the map, such as seeing how your territory has increased.

- Click on the **City Maps Section Tab** to access the **City Maps.**

At the edge of the maps is a set of map tabs. These allow you to select not only the map type you want to view, but also the type of overlay you wish to view.

- Click on the appropriate tab to access any of the overlays.

CITY PLAN



The City Plan button accesses the lowest map level. This is an overhead view of the city, shown from the highest altitude. This map can be used for viewing wide area information, shown as overlays and easy traversing of the map.

Block types can also be identified in this level; clicking on a block will result in the building showing whether it is a commercial, industrial or tenement block, or possibly even a special case block such as a church or the courthouse.

ROOFTOP VIEW

The Rooftop View button takes you closer to the city. The number of blocks displayed is significantly less, although on this level you can investigate individual locations as well as wider area and block information.

Both maps have a set of **overlays** associated with them. These help you navigate your way around the city and find important information. Some of the overlays can be used simultaneously to others, allowing you to view up to three pieces of information at any time.

CENTER ON HEADQUARTERS

This button scrolls the map back to the block containing your Headquarters.

- Click on **Center on Headquarters** to scroll to your main office.

TERRITORY

This button highlights all of the area you control. The highlight is always displayed as a border around the edge of your blocks and is shown in your chosen Gang color. The known territory of rival Gangs is also highlighted in their respective colors.

- Click on **Territory** to view the known territories of the Gangs.
- Click on **Territory** again to remove the overlay.

LIEUTENANT'S AREA

You can allocate an area to a Lieutenant and leave them to look after actions such as collecting protection and patrolling.

Clicking on this icon highlights all areas currently allocated to your Lieutenants; any area allocated to the Lieutenant displayed in the window is colored white. Areas allocated to other Lieutenants are shown in your chosen Gang color.

To change the selected Lieutenant

- Click on the **arrow** next to the Lieutenant's name to view a list of all your Lieutenants.
- Click on any **Lieutenant's name** to change to the selected Lieutenant.

The map will update to show the area of the newly selected Lieutenant.

- Bound an area of your territory with the mouse to allocate it to your Lieutenant.

Repeating the process will remove the area from the Lieutenant's jurisdiction. Individual blocks can also be toggled on and off using single clicks of the mouse.

Note: You cannot allocate an area to a Lieutenant if it has already been allocated to another. In order to transfer the area, you must first remove it from the Lieutenant currently running it.

CONTROLLED BUSINESSES

- Click on **Controlled Businesses** to open a window displaying the businesses that you own or protect.
- Click on a business type to highlight all the blocks occupied by the selected business type.

If you are in the **Rooftop View**, the individual locations are highlighted.

A Scroll bar at the side of the Controlled Businesses window allows you to scroll through the list.

- Click on the scroll bar to scroll through the list of business types.

Three buttons at the top of the window allow you to select whether you wish to view owned, protected or all controlled businesses.

- Click on **All** to view the list of all the buildings that you control.
- Click on **Owned** to view the list of buildings that you own.
- Click on **Protected** to view the list of buildings that you have successfully extorted.

A search line is included at the top; this is so that you may enter the particular business type you wish to view.
To use the search box
- Click in the search box.
- Begin to type in the type of business required.

As you type, the list will attempt to match the name. This helps you avoid scrolling through long lists of business types
- Click on the desired business when it becomes visible in the box.

LAND VALUE

Land Value highlights the relative value of the land that the blocks and locations occupy.

Land Value is defined by the block type and area, and is not affected by the business on it unless it is a high value site such as a department store or bank. The overlay uses a color scale to display relative values and a key is displayed at the edges of the map.
- Click on **Land Value** to view the value of the land as a color scale.
- Click on **Land Value** again to remove the overlay.

SECURITY

As your empire grows, it becomes imperative that you keep an eye on where your hoods and other people are positioned. This button displays not only which businesses are in your control, but also any other businesses that you have explored. The security value is shown by means of a color scale, for which a key is shown at the edges of the map. In the City Plan View, the value represents the average number of hoods that are located on the block. In the Rooftop View, the numbers in the location are shown.

Actual numbers can be viewed by opening the **Building Details Window**
- Click on **Security** to view the security of your empire as a color scale.
- Click on **Security** again to remove the overlay.

HOSTILITY

When deciding exactly where the trouble in your territory is, this overlay helps enormously. The population of New Temperance will form their own opinion of you, from **marginal affinity** to open hostility. The range of **hostility** is shown using the color scale and displays an average value where a block has more than one business. The Rooftop View displays the actual values for each individual business. In both cases, a key is shown at the edges of the map.
- Click on **Hostility** to view the hostility of the businesses in your empire as a color scale.
- Click on **Hostility** again to remove the overlay.

BUILDING TYPES

This overlay is similar to the **Controlled Businesses** in appearance, but has the effect of **displaying all building types**, including municipals, irrespective of whether the player owns them or not. The search entry box is available and this also functions in the same manner as for the Controlled Businesses.
- Click on **Building Types** to open a list of all known buildings in the city
- Click on **Building Types** again to close the list.

CRIME HOT SPOTS

As the action heats up, this overlay becomes more useful. At a glance, you can see if any areas in the city are receiving more than their usual quota of violence. This may mean that two Gangs are in competition for the area and as such they are both being diverted away from other areas.
- Click on **Crime Hot Spots** to view the illegal activity in the city as a color scale.
- Click on **Crime Hot Spots** again to remove the overlay.

RECENT EVENTS

This button is used to show the more extraordinary events that have occurred in the previous week, such as deaths and explosions.
- Click on **Recent Events** to view where the more violent crimes occurred in the previous week.
- Click on **Recent Events** again to remove the display.

CLEAR OVERLAYS

This simply removes all present overlays.
- Click on **Clear** to remove all overlays.

BUILDING DETAILS

In the **City Maps**, you can freely view the **legal** and **illegal** businesses that you know about from the **Rooftop View**.

BUSINESS TYPES

Legal businesses, which can also be bought, are the most common business type that you will find. The list of legal business types is huge, and includes
- Bakers
- Pawnbrokers
- Jewellers
- Department Stores
- Banks
- Shoe Stores

There are three functions to any legal business owned by a Gang Leader:
- They provide an **income**.
- They can **launder counterfeit money** and **fence stolen goods**.
- They can provide a **front** for an illegal business

Fronts are legal businesses that hide illegal businesses behind them. The more similar the businesses are, the better the

front can hide the illegal site. **Illegal businesses** are sites that house some form of illegal activity. They are always being hunted by the F.B.I., who will close them down and arrest anyone found inside. Illegal businesses have the benefit that they make huge amounts of money in comparison to a legal business. Illegal businesses can only occupy the center location of any **commercial** or **tenement** block.

VIEWING BUILDING DETAILS

The **Rooftop View** allows you to investigate any business in greater detail. The amount of detail given for each business varies with your involvement and explorations, but investigating businesses is certainly a useful way to keep track of the performance of businesses and to locate prime targets for buyouts or attacks. To view the details of a building.

- Double-click on its location in the Rooftop View.
- This will open the **Building Details Window**.

Note: Click once on any location if you are not sure which building you want to view, or are just generally scanning individual sites in the area. This will display a small box showing the building type. If you still wish to view the building's details, simply click on the box.

You can also locate one of your own buildings by clicking on the map tab for **Controlled Businesses**, then selecting the business type you want from the lists of owned and protected businesses. Please refer to the **Controlled Businesses Overlay**, above. The **Building Details Window** displays everything you know about the building. This varies with your knowledge of the site, based on the following factors:

- Type
- Extortion
- Exploration
- Ownership

The more involved with a business you are, the more information you are shown. You will receive the most information from the businesses that you **own**.

A business owned by you will show the following details:

- The **face** and **name** of the hood running the site.
- How good they are at running the site. This is an average value of the hood's **Organisation** and **Business ratings**.
- How much you are **paying** the hood each week, with their pay demand shown above.
- How many **illegal goods** of each type the business is storing. (please refer to Goods on page 67) Not all businesses can store each type of the three illegal goods. Each business will only show the goods types that it can store.
- If the business is also a **front** for an illegal business, it will say so at the top of the viewing area. The illegal business occupies the center location and can only be accessed through the legal business that serves as the front.

HINT
If you want to protect an illegal site, it can be more effective to guard the front. This means that one hood can protect both sites

GIVING ORDERS TO YOUR BUSINESSES

Those businesses that you own all have commands associated with them. These are orders that you can give to both the business itself and the hood running the business for you.

There are four commands that you can give to a **business**:

- Commence / Cease trading
- Repair Damage
- Shutdown
- Sell Business

COMMENCE / CEASE TRADING

Cease trading instructs the hood to stop doing business. Once selected, you will make no money for the entire week, although you will have to suffer the costs of the site and the hood's wage. This is a temporary measure, best suited to avoid the attention of the FBI.

- Click on **Commence / Cease Trading** to stop the business trading.
- Click on **Commence / Cease Trading** once more to begin trading again.

HINT
Be careful with this order. Once the command to cease trading has been given, the commence trading command cannot take effect until the following week.

REPAIR DAMAGE

Repair Damage only becomes applicable if the business is damaged through the action of other people.

SHUTDOWN

Shutdown the business is a more drastic instruction, which should only be given if you are certain to lose the business, or cannot support its current costs. Once the order has been given, the hood will close down the site, leaving it as empty land.

- Click on **Shutdown Business** to begin closing the store.
- Click on **Yes** to confirm the action.
- Click on **No** to cancel the action.

Note: Illegal sites must be shut down before the land can be sold.

SELL BUSINESS

Sell the Business orders the hood to get rid of the site.

- Click on **Sell Business** to receive an offer for the business.

The hood will use the **money roll** to show you how much money you will get for the land, which you can then confirm or reject.

- Click on the **tick** on the money roll to confirm the sale.
- Click on the **cross** on the money roll to reject the sale.

Note: Illegal sites must first be shut down before the land is sold.

GIVING ORDERS TO THE HOODS IN BUSINESSES

The **hoods** within the business usually have three options available to the player:

- Sack hood
- Return to base
- Hood pay

SACK HOOD

Sack hood informs the hood that you no longer require his or her services. The hood will leave the building and join the ranks of hoods available for hire.

- Click on **Sack Hood** to dismiss the character.
- Click on **Yes** to confirm the action.
- Click on **No** to reject the action.

RETURN TO BASE

Return to base tells the hood to come back to the office that is your headquarters. The hood will do so instantly, causing all the money for the week to be lost.

- Click on **Return to Base** to instruct the hood to head for your Headquarters.
- Click on **Yes** to confirm the action.
- Click on **No** to reject the action.

HINT

*Try replacing hoods, instead of temporarily abandoning the business. This avoids losing money. If at all possible, give a replacement the order to **Run the Business**.*

HOOD PAY

Hood Pay displays the money roll. This shows how much money you are paying your hood and allows you to increase or decrease the amount he or she is paid in an identical manner to the hoods in the Lieutenants Section.

- Click on the **Hood Pay** button to edit the pay of the hood.

This opens a money roll, which shows how much money the hood is currently being paid and how much they actually want to be paid.

- Click on the **Increase Pay** button to increase the hood's pay.
- Click on the **Decrease Pay button** to reduce the hood's pay.
- Click on the **Hood Pay** button to close the money roll and agree to the displayed amount.

FIXING ELECTIONS

One type of illegal business allows you to fix the voting in elections. This is the **Teamsters** building. Teamsters skim money from the unions, and also influence the "block voting" system used in elections.

Fixing elections can be used to help a player become mayor, as the union swings the block vote from the industrial area. You can have any number of Teamsters buildings, but only one counts towards the union vote.

Those situated behind Union buildings are most successful in this role. The fixing of the vote is an automatic function that takes place during an election.

- Click on **Commence / Cease Trading** in the Building Details Window to cease trading.

HINT

The Teamsters building can be countered by controlling the industrial sites. Workers will never go against a Gang Leader when hoods are watching over them!

DAMAGED AND DESTROYED BUILDINGS

Through enemy action, it is possible that one or more of your buildings may become damaged or destroyed. If this happens, the building will cease trading immediately and the hood will head for your Headquarters.

Once your building has been hit, the level of damage depends on the building, the order given and the ability of the hood who performed the order. Smashing up a site generally produces the smallest amount of damage and bombing the greatest.

If a building is **damaged**, it maintains its identity but ceases to function. Opening the **Building Details Window** on this building shows how much time and money it will cost to repair the building, which can be agreed to using the **Repair Damage** button that appears in the icon bar.

- Click on the **Repair Damage** to begin repairing the building. The money is deducted from your safe in weekly installments until the business is repaired.

If the button is greyed out, it is because you cannot afford the repairs or the building is not actually damaged.

Once the building is repaired, it will remain empty until you send a hood to **Run the Building**, using the **Run Business**. (See the **Lieutenants Section** at the start of this chapter.)

As an alternative to repairing the site, you can choose to do either of the following:

- Set up another building
- Sell the building
- Leave it damaged

SETTING UP ANOTHER BUSINESS

Setting up another building is always an option for the site. You can use the opportunity to set up a more profitable building, if you so wish. (See the **Lieutenants Section** at the start of this chapter.)

SELLING THE BUILDING

Selling the building, when it has been damaged, will only generate a portion of the building's value.

This is however an option to consider when you are short on money. (See **Giving Orders to your Businesses**, earlier in this section.)

LEAVING THE BUILDING DAMAGED

Leaving the building damaged is always an option. This means none of your opponents can occupy the space and as such forms a barrier. Unfortunately, large tracts of destroyed areas can lead to slum areas, making all businesses in the area less profitable.

Illegal businesses cannot operate behind damaged buildings. They will cease trading and remain so until you open the building back up again. (You cannot sell the front until the illegal site has been sold.)

If the building is **destroyed**, the space it occupied instantly becomes **empty land**. When this occurs, you no longer have the option to repair the building, but just to perform one of three other options:

- Set up another building
- Sell the land
- Leave it destroyed

These are the same as for destroyed buildings, except that the sale value is based purely on the value of the land.

As with damaged buildings, illegal businesses cannot operate behind destroyed buildings.

They will cease trading and remain so until you open the building back up again. (You cannot sell the front until the illegal site has been sold.)

GAME OPTIONS

The final section in the Gang Organizer is the **Game Options**.

- Click on the **Game Options Tab** to access the **Game Options**.

The **Game Options** Section is where you can access the various available game options:

- Objectives
- Load Game
- Save Game
- Music and Sound Volume
- CD tracks.
- Quit

- Click on any of the buttons to select the desired function.

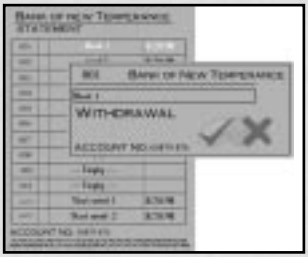
OBJECTIVES

Week 1
You are playing a normal, full length game.
Current power ratings:
Alphonso "Grumps" Branzio: 35%
Nell "Texas" Sellars: 31%
Alvin "The Toad" Gatlin: 19%
George "Moonlight" Stockdale: 15%

This button opens a window that displays the game objectives. The window also includes how far each Gang Leader is towards reaching the objective.

LOAD GAME

The Load Game button opens the list of saved games in the space to the left of the Section. Each game is located within a **Game Slot**.



- Click on the **Game Slot** that contains the desired game.

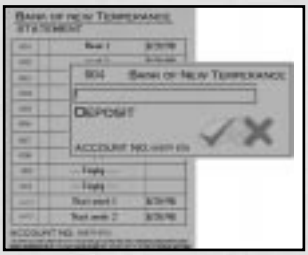
A cheque will appear, giving details of the game.

- Click on the **tick** to load the game.
- Click on the **cross** to cancel the selection.

Once the game has loaded, you will be left in the Game Options Section.

- Click on the desired **Section tab** to exit the Game Options Section.

SAVE GAME



The Save Game button opens the list of save game slots in the space to the left of the Section.

- Click on the **Game Slot** if you wish to save the game.

A cheque will appear, suggesting a suitable name for the game to be saved. If you want to change the name of the game to be saved

- Click on the suggested name.
- Delete the suggested name, and type a name of your choice.
- Hit **Return** on your keyboard to confirm the name.

The game will now be saved with the name you have given it.

- Click on the **tick** to confirm saving.
- Click on the **cross** to cancel the save.

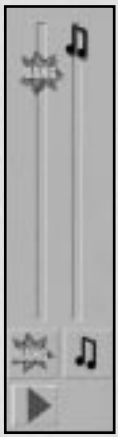
Once the game has been saved, you will be left in the Game Options Section.

- Click on the desired **Section tab** to exit the Game Options Section.

VOLUME SETTINGS

This button appears in the center at the bottom of the Section and allows you to set the volume of the music and sound effects.

- Click on the **Volume Settings** button to open the volume sliders



This causes a window to appear. The window contains two sliders. The first slider is for the speech and sound effects, whilst the second varies the volume of the music.

To increase or lower the volumes

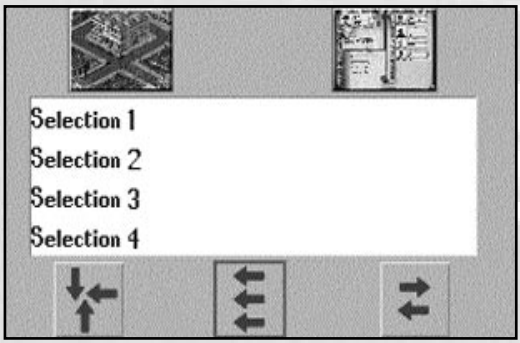
- Click and hold the mouse pointer on top of the slider.
- Drag the slider up or down, to increase or decrease the volume respectively.

To test the volume of the sound effects

- Click on the **Play Sample** button below the sound effects slider.

CD TRACKS

This button appears to the right at the bottom of the Section and allows you to set the music to be played in both the Working Week and the Gang Organizer.



- Click on the **CD Player** button to open the **CD window**.

The top two buttons allow you to turn on and off an ambient track for the Working Week and the Gang Organizer. If you switch off any of the ambient tracks, the window below becomes available.

- Click on the **top left button** to toggle the ambient track on and off for the **Working Week**.
- Click on the **top right button** to toggle the ambient track on and off for the **Gang Organizer**.

The window contains the list of tracks available from the CD.

- Click on any **track name** to select it in the player.

The buttons below the track list allows you to select how to play the tracks:

- Click on the **Random** button to play tracks randomly.
- Click on the **Continuous** button to play the tracks in order.
- Click on the **Repeat Play** to play the same track continuously.

The random and continuous options all start with the selected track, whilst the repeat track option plays the selected track continuously.

QUIT

The Quit button displays the **Quit Game Options**.

- Click on **Quit Game Options** to display the **Quit options**.

This Section contains three buttons:

- Restart this City
- Start a new City
- Quit Game

- Click on the **Restart** this city button to take the current game back to the beginning. You will be in the same City, with the same people and starting conditions.
- Click on the **Start a New City** button to start a new game with the same setup options, but in a new City.
- Click on the **Quit Game** button to take you back to the **Main Menu**. From here, you can set up and begin a new game of Gangsters, or leave the game altogether.

THE CLIPBOARD

The Clipboard is available as a directory of all the people and places that you know.

- Click on the **Clipboard** button to open the Clipboard.

At the bottom right of the Clipboard are two buttons:

- People.
- Buildings.

- Click on **People** to view the list of people's names.
- Click on **Buildings** to view the list of building types.

People is normally the selection visible when you first access the Clipboard. Some orders only allow the use of one Section and on these occasions it is only the relevant Section that is displayed when the Clipboard is opened.

PEOPLE

This section contains all the people in the city that you know about and lists them by their occupations.

- Dignitaries.
- Police Officers.
- FBI Agents
- Gang Members.
- Charity and Religious People.
- Reporters.
- Business Owners.
- Citizens.

Each group also contains a number of **filters**. These are displayed as a **second** row of buttons that allow you to access specific people such as those business owners who have refused to pay protection. All names are displayed alphabetically by surname. All known Gangster names are shown in the color of the Gang to which they currently belong.

- Click on a **name** in the **Clipboard** to select a person.

Once a person has been selected their location is shown on the map, provided that their whereabouts is known.

If there are more names in any list than the Clipboard can show on one Section, two red arrows will appear. The **Up** arrow will show Sections of names that appear earlier in the alphabet, the Down arrow those that appear **later**.

- Click on the **Up** and **Down** arrows to view previous and subsequent Sections of names respectively.

At the top of the **Clipboard** is a **Search Box.** This helps you find people within a long list of names.

- Type in the surname of the person that you want to find.

As you type the name in, the list of names is reduced to match the letters you have already typed. Eventually, you will be left with just the people with the surname of your choice.

- Click on the desired **name** in the **Clipboard** to select a person.

BUILDINGS

Clicking on the third button allows you to view all the buildings in the city that you know. The buildings are all grouped by class:

- Commercial.
- Industrial.
- Residential (Tenement Blocks).
- Municipal.
- Charities.
- Illegal Businesses.
- Empty Land.

The buildings can also be sorted by **control**; you have the option to view the particular buildings within your own or another Gang's territory, or to view those that are nested in "neutral" territory. All buildings are displayed alphabetically.

- Click on a **building type** in the **Clipboard** to display the locations of the selected type on the map.

If there are more types in any list than the Clipboard can show on one Section, two red arrows will appear. The **Up** arrow will show Sections of building types that appear **earlier** in the alphabet, the **Down** arrow those that appear **later**.

- Click on the **Up** and **Down arrows** to view previous and subsequent Sections of building types respectively.

At the top of the Clipboard is a Search Box. This helps you find a particular building type within a long list.

- Type in the type of building that you wish to find.

As you type the name in, the list of buildings is reduced to match the letters you have already typed. Eventually, you will be left with just the one building.

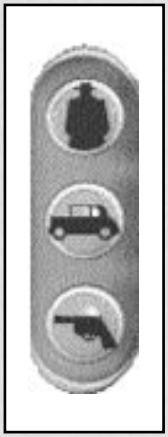
- Click on the **building type** in the **Clipboard** to view the positions that the building is situated.

USING THE CLIPBOARD WITH ORDERS

The Clipboard can be used with the orders of the Lieutenants, Accountant and the Lawyer. (See the appropriate section.)

When the clipboard is used, only the people and places that are valid targets for the particular order type are displayed.

The Clipboard operates in the same manner in all other respects



RESOURCE

As a crime lord, you need to balance your resources effectively. These resources are the men and women you employ and the vehicles and weapons you possess. In Gangsters, you have a **cache**, or set of **resources**, for each of these three commodities.

You do not need to allocate weapons or vehicles to individual people, just as you do not have to give orders to the individual Gangsters. You can give hoods, weapons and vehicles to the Lieutenants and they will sort out the right resources for the tasks allocated.

The three resource buttons appear at the bottom of the **Reports Panel**.

The three resources available are

- Pool
- Vehicles
- Weapons

Each of these changes the layout of the right side of the current Section, such that you can apply the resources directly to the Lieutenant, Accountant or Lawyer displayed to the left.

POOL

- Click on the **Pool** button to view the available hoods in the **pool**.
- Click on the **Pool** button again to close the **Pool.**

This contains the list of hoods who have not been allocated to any team. They are shown in the **Resources Details Panel**. In here will also appear the hoods from teams who have previously belonged to a team, but have lost their Lieutenant through death, demotion or dismissal.

The hoods in the pool show the following details:

- Their face
- Their name
- Their rating in the skill currently selected in the **Skill Panel**.
- The amount of money they want to be paid
- The amount of money you are actually paying them

The row of stars vary in number from half a star up to five complete stars. These stars are linked to the buttons to the left of the hoods and indicate the ability of the hoods at the different skills. One of the hoods will have a red border around their face. This is the currently selected hood and their details are displayed at the bottom of the page. If any member of the team has been kidnapped or arrested, they are shown as a person tied to a chair or a face behind bars respectively. If you have several hoods in the pool, you may see a red arrow to the right of the hood's faces. This will be pointing down and indicates that you have more hoods that you can view on subsequent pages.

- Click on the **red arrows** to view additional hoods.

This displays the next hoods in the list. If you start viewing these, a red **Page Up** arrow also appears, which takes you back up the list and is operated in the same way as the **Page Down** arrow. The buttons on the **Hoods Panel** allow you to sort the hoods in the pool into order by any skill you wish.

- Click on the **skill** by which you wish the hoods to be sorted.

This will rearrange the hoods, such that the hood with the highest value is always at the top of the first page. The hood with the lowest value will be shown at the bottom of the last page. The details of the currently selected hood, shown below the faces of the hoods themselves, can be changed to show the skills of any of your hoods.

- Click on the **face** of any hood currently visible to change the selected hood.

The red border will move to highlight the selected hood's face and the sheet of attributes is updated. At the side of the piece of paper is a set of five buttons. These allow you to perform the following functions on the hood:

- Sack them.
- Kill them.
- Promote them to the rank of Lieutenant.
- Move a hood over to the team of the Lieutenant currently displayed at left.
- Edit their pay.

SACK HOOD

If you **Sack** a hood in the pool, the character is returned to the streets and is available for recruitment for all Gangs. The hood always becomes aggressive towards you and is much more inclined to attack your Gang members upon sight. A window is always displayed, asking you to confirm the action.

- Click on the **Sack Hood** button to sack a hood.
- Click on the **Yes** button to confirm the sacking.
- Click on **No** to reject the action.

KILL HOOD

Choosing to **Kill** the hood is an alternative. Doing this does not lead to an investigation, since the police do not hear about it, but it does result in your hoods becoming nervous and a bit restless. A window is always displayed, asking you to confirm the action.

- Click on the **Kill Hood** button to kill a hood.
- Click on the **Yes** button to confirm the killing.
- Click on **No** to reject the action.

HINT
Try to avoid this action as much as possible!

PROMOTE HOOD

In order to **Promote** a hood, you must have at least one free **Lieutenant tab**.

- Click on the **Promote** button to turn the selected hood into a Lieutenant.

SEND TO ANOTHER TEAM

This button moves **the selected hood** into the team of any Lieutenant that is currently displayed to the left of the pool. You can only move a hood if you have a Lieutenant currently displayed at the left and that Lieutenant does not already have ten people in his or her team.

- Click on the **Send to Other Team** button to move the hood into the displayed Lieutenant's team.

Alternatively, you can drag the character over to the left.

If you find that a hood's name is shown in red, it means that the hood is not especially happy with the way he or she has been treated recently and is demanding more money. The **Hood's Pay** button allows you to keep your hoods happy; you can increase or decrease their pay as much as you like.

HOOD'S PAY

- Click on the **Hood's Pay** button to edit the pay of the hood.

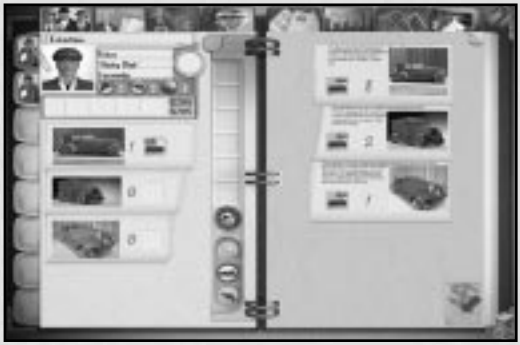
This opens a money roll, which shows how much money the hood is currently being paid and how much they actually want to be paid.

- Click on the **Increase Pay** button to increase the hood's pay.
- Click on the **Decrease Pay** button to reduce the hood's pay.
- Click on the **tick** on the money roll to confirm the changes.
- Click on the **cross** on the money roll to reject the changes.

HINT
Small pay rises are accepted gratefully by your hoods, small decreases are not!

VEHICLES

- Click on the **Vehicles** button to access the **Vehicles Page**.
- Click on the **Vehicles** button again to close the **Vehicles Page.**



Vehicles are available to your **Lieutenants**, your **Accountant** and your **Lawyer**. The vehicles in your **vehicle cache** are always shown in the **Resources Details Panel**. Vehicles allocated to your Gang members are shown in the **Team Details Panel**, the **Accountant Details Panel** and the **Lawyer Details Panel** respectively.

There are three vehicle types displayed on the right:

- Coupe
- Truck
- Speedster

Any of the three types of vehicle can be given to a Lieutenant, the Accountant or the Lawyer. The character will then use them as he or she sees fit.

- Click on the **Give Vehicle** button to pass a vehicle from your **vehicle cache** to the selected character shown in the **Details Panel**.
- Click on the **Select Vehicle** button to pass a vehicle back from the selected character to your vehicle cache.

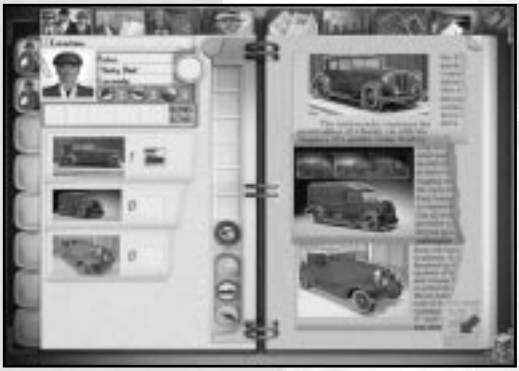
Note: Alternatively, you can drag and drop the vehicles to and from the selected character.

Each time you pass any vehicle to and from a character, the indicator denoting the number of vehicles he or she possesses increases and decreases. (This indicator is below the character's surname, at the top left.)

BUYING EXTRA VEHICLES

If you find that you require additional vehicles, these must be purchased.

- Click on the **Vehicle Purchase** button at the bottom right of the Vehicles Page to enter the **Vehicle Purchase Screen**.



The **Vehicle Purchase Screen** contains the three types of vehicle, on a piece of paper torn out of a catalogue.

- Click on the **vehicle picture** to select the vehicle type to be purchased.

The vehicle selected will be highlighted and your money roll will appear. The money roll displays the cost of the vehicle and the total amount of money you have.

- Click on the **tick** on the money roll button to purchase a vehicle.
- Click on the **cross** on the money roll to cancel the purchase.

Buying a vehicle will cause one vehicle of the selected type to be purchased and given to the displayed Lieutenant. The money is automatically deducted from your safe.

You can also **sell** vehicles in the Vehicles Purchase Screen. This is a reversal of the purchasing process.

- Click on the **Select Vehicle** button alongside the vehicle type to be sold.

The money roll changes to show the resale cost of the vehicle. This is always 50% of the price you paid for it.

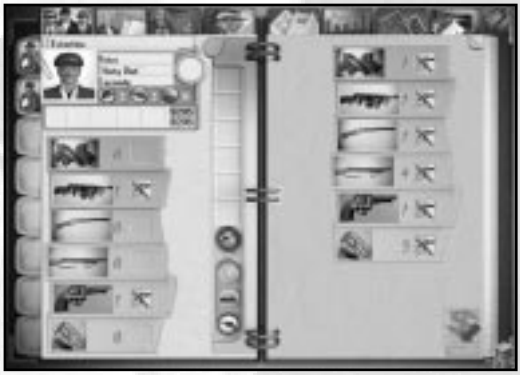
- Click on the **tick** on the money roll to sell the vehicle.
- Click on the **cross** on the money roll to cancel the sale.

Confirming the sale will cause one vehicle of the selected type to be sold and removed from the displayed Lieutenant. The money is automatically added to the money in your safe.

Note: Buying and selling vehicles can also be performed by dragging and dropping the vehicles from one side to the other.

WEAPONS

- Click on the **Weapons** button to access the **Weapons Page**.
- Click on the **Weapons** button again to close the **Weapons Page**.



Weapons are only available to your Lieutenants. The weapons in your weapons cache are always shown in the Resources Details Panel, while the weapons allocated to your Lieutenants are shown in the **Team Details Panel**. Knives and baseball bats are never shown: These weapons are used by your hoods for close combat and are supplied by the hoods themselves. You only have to concern yourself with their firearms and explosives.

There are six weapon types displayed on the right:

- Twin pack pistols
- Tommy Gun
- Rifle
- Shotgun
- Pistol
- Explosives

Any of the six types of weapon can be given to the currently selected Lieutenant, who will then use them as he or she sees fit.

- Click on the **Give Weapon** button to pass a weapon from your weapons cache to the Lieutenant.
- Click on the **Move/Sell Weapon** button to pass a weapon back from the Lieutenant to the **weapons cache**.

Note: Alternatively, you can drag and drop the weapons to and from the Lieutenant.

Each time you pass any weapon except explosives to and from a Lieutenant, the indicator denoting the number of weapons he or she possesses increases and decreases. (This indicator is below the Lieutenant's surname, at the top left.) Explosives are not considered in the total because they are not reusable. In addition, if you give a **bomb** order to a Lieutenant who does not possess any explosives, they will always try to take some from the **weapons cache**.

BUYING EXTRA WEAPONS

If you find that you require additional firearms or more explosives, these must be purchased on the **Black Market**.

- Click on the **Black Market** button at the bottom right of the **Weapons Page** to enter the **Black Market**.

The **Black Market** contains the six types of weaponry, on a piece of paper torn out of a catalogue.

- Click on the **weapon picture** to select the weapon type to be purchased.

The weapon selected will be highlighted and your money roll will appear. The money roll displays the cost of the weapon and the total amount of money you have.

- Click on the **tick** on the money roll to purchase a weapon.
- Click on the **cross** on the money roll to cancel the purchase.

Buying a weapon will cause one piece of the selected weapon type to be purchased and given to the displayed Lieutenant. The money is automatically deducted from your balance.

You can also **sell** weapons on the Black market. This is a reversal of the purchasing process.

- Click on the **Buying Extra Weapon** button alongside the weapon type to be sold.

The money roll changes to show the resale cost of the weapon. This is always 50% of the price you paid for it.

- Click on the **tick** on the money roll to sell the weapon.
- Click on the **cross** on the money roll to cancel the sale.

Confirming the sale will cause one weapon of the selected type to be sold and removed from the displayed Lieutenant. The money is automatically added to the money in your safe.

Note: Buying and selling weapons can also be performed by dragging and dropping the weapons from one side to the other.

GOODS

There are three types of **Goods** in Gangsters:

- Liquor
- Stolen goods
- Counterfeit money

All of the goods types are ways of making huge amounts of profit, but they are also all illegal.

Most businesses can store one or more type of the available goods, and the stock held is shown in the Building Details Window for each business that you have either bought, extorted or explored.

LIQUOR

Liquor is a necessity for your **speakeasies**, which in turn return a huge profit for a regular supply. Speakeasies are second only to casinos when it comes to making illegal money, and the city can support many more speakeasies than it can casinos.

Although you can steal liquor from an opponents stills, speakeasies or warehouses, the safest thing to do is to produce it using **stills**. Stills are an illegal business and require a front, but otherwise they cost little and can produce huge quantities of illicit alcohol.

Cases of liquor are automatically distributed around your speakeasies by trucks. Any surplus is taken to any warehouses that you own, from where they can be retrieved in times of shortage or exported if you so desire.

STOLEN GOODS

Stolen Goods can be taken from some business types. Goods such as jewellery, furs and small trinkets can easily be loaded by your hoods and distributed around your own jewellers, pawn shops and other such businesses. The goods are then sold to an unsuspecting public, bringing more money to your empire.

If you are unable to fence goods, they are taken to the nearest available warehouse for exporting.

COUNTERFEIT MONEY

Counterfeit Money can be stolen from your rivals or produced on your own presses. Once you have obtained or produced the illegal currency, it is distributed around your legal businesses for handing out with change to the members of the public.

Any money that cannot be distributed is stored in the first available warehouse for later distribution or export.

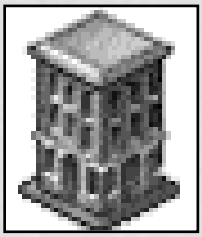
EXPORTING GOODS

A **Warehouse** becomes useful if you intend to deal in illegal goods. The Warehouse can safely store up to 300 cases of liquor or stolen goods, plus a further 15 cases of counterfeit money. Excess goods can be stored here and either retrieved at a later date or exported.

Exporting goods involves trucks moving the goods from the warehouse to either the **Docks** or the **Railroad Terminal**, from where they are sent outside the city. This can be a good way to obtain large amounts of cash, but the money you receive is always less than the amount you can receive selling the goods within the city. Another risk is that the FBI are always interested in warehouses, and you can lose a large amount of potential wealth in a single raid.

Turn to page 39 for details of the **Export** order.

LAUNCHING THE WORKING WEEK



Once you have viewed all the reports you desire and have issued all the orders you see fit, you have then to start the Working Week.

- Click on the button marked **Hit the Streets**! to begin the Working Week.

For more details on the **Working Week**, please turn to the following chapter.

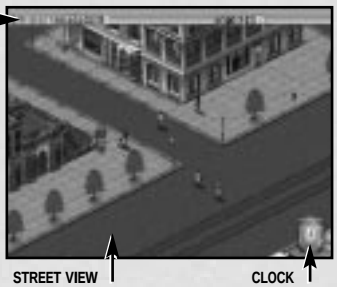
THE WORKING WEEK

The **Working Week** begins when you have clicked on "**Hit the Streets**", in the bottom right corner of the **Gang Organizer**. This will take you directly into the city, and allows your hoods to begin carrying out the orders given to them within the Gang Organizer.

It is vitally important that you remember to keep an eye on the activities of your hoods and any other Gangsters that appear. Enemy Gangsters may be out to do you harm and the rival Gang leaders will almost certainly be watching out for any clues as to your location. Spotting enemy Gangsters will not be easy; they dress the same as normal citizens and often do a spot of window shopping to try to throw you off their scent.

THE WORKING WEEK SCREENS

The first thing that you will see after starting the Working Week is an isometric view of the block where your main office is situated. This is the **Street View**. For further details see **The Street View**, covered later in this section.



The Working Week allows you access to the three city screens:

- The City Plan
- The Rooftop View
- The Street View

Any of these can be viewed at any time during the Working Week.

SCROLLING AROUND A MAP

The map screens enable you to look around the city.
To scroll around the map

- Click and hold the right mouse button.
- Move the mouse in the direction you wish to view.

THE GAME CLOCK

At the bottom right of the screen is the **Game Clock**. This runs from Monday to Friday, and represents the amount of time that has passed. The clock can also be used to accelerate and decelerate the rate at which time passes. For full details of the clock, please refer to **Accelerated Time** on page 77.

THE ICON BARS

At the top of each of the available screen views you will see two icon bars, stacked one on top of the other. These bars contain most of the options for the current view, some of which are common to all views. All of the buttons in the icon bar are activated by clicking on them.

The bar at the very top contains the **Exit** button.

- Click on the **Exit** button to leave the game.
- Click on **Yes** to confirm exiting the game.
- Click on **No** to return to the game.

If you confirm the action, you will be taken back to the **Main Menu**. On the next row are the player options, the first eight buttons of which are common to all map levels:

- Pause
- Help
- City Plan View
- Rooftop View
- Street View
- Center on Headquarters
- Tagged Characters
- Clear Tagged Windows

PAUSE

- Click on the **Pause** button to pause the game.
- Click on the **Pause** button to start time passing again.

You can still scroll around the map, change view and access the buildings whilst the game is paused, but no people or vehicles move.

HELP

- Click on the **help** button to change the mouse into a help cursor.
- Click on the object about which you wish to know to bring up a help window.
- Click on the **X** at the top left to close the help window.

CITY PLAN VIEW

- Click on the **City Plan** button to view the city from the City Plan.

The **City Plan** button allows you to instantly zoom out to the highest altitude. A frame will appear around the area that you were previously viewing. Using this screen, you can see the greatest area of the city. This map is useful for its information, shown as overlays, and its use in the rapid navigation of the city.

The City Plan button will not be available if you are already in the City Plan.

For further details, please refer to **City Plan**, on page 54.

ROOFTOP VIEW

- Click on the **Rooftop View** button to select this map level.

From the **Street View**, you will be taken straight to this map level. A frame will appear around the area that you were previously viewing. In the **City Plan**, a frame will appear around the mouse pointer. This envelops the area that you will see in the Rooftop View.

- Click on the area of the city that you wish to view.

The **Rooftop View** is an intermediate level, where you can see people and vehicles, and investigate buildings using the mouse.

This button will not be available if you are already in the Rooftop View.

For further details, please refer to the **Rooftop View**, on page 73.

STREET VIEW

- Click on the **Street View** button to select this map level.

A frame will appear around the mouse pointer. This envelops the area that you will see in the Street View.

- Click on the area of the city that you wish to view.

The **Street View** allows you to investigate buildings, and control your hoods. It is this level that all player controlled combat takes place, and you are portrayed the highest level of detail in the city. The Street View button will not be available if you are already in the Street View.

For further details, please refer to the **Street View**, on page 74.

CENTER ON HEADQUARTERS

- Click on Center on Headquarters to scroll to your Main Office.

This action is instantaneous and results in the block containing your Headquarters being positioned centrally.

TAGGED CHARACTERS

- Click on Tagged Characters to open a list of your Gang members that are currently on the streets.

The window also shows you the weapon that they are carrying. You can also view the orders that your Gang members are currently carrying out:

- Click on the **Orders** button to view your Gang member's orders.
- Click on the **Names** button to view the names of your Gang members.

Tagged Characters allows you to instantly locate any of your Gang members that leave the offices. Please turn to **Tagged Windows**, on page 78.

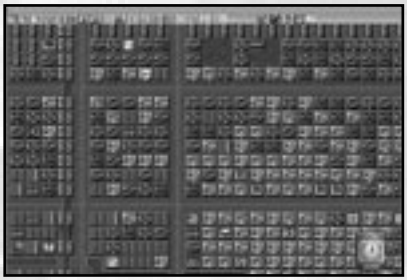
CLEAR TAGGED WINDOWS

- Click on **Clear Tagged Windows** to close all the Tagged Windows that are currently open.

This button simply removes any Tagged Character Windows that are open on screen.

All other buttons are either unique to the particular map view, or have a slightly different effect due to the elevation of the view. These are covered in the relevant map views.

THE CITY PLAN



The **City Plan** is an overhead view of the city, viewed from the highest altitude. In this map, you can quite clearly see the layout of the city, although you cannot see finer details such as the people and traffic.

Some of the blocks have additional icons over them. These buildings are important to you as the player. This is either because they are key targets, such as the main bank or a department store, or are places to be generally avoided, such as the police headquarters and the hospitals.

- Click on the icon to see what the building type is.

The most important icons are those for the Gang Headquarters, which are displayed as guns.

The set of buttons in the icon bar at the top are used for player options, and for portraying information about the city. The player options are the first seven buttons, as defined in **The Icon Bars** above. The other buttons will activate information overlays. All information is displayed on or around the blocks:

- Territory
- Lieutenant's Area
- Controlled Businesses
- Land Value
- Security
- Hostility
- Building Types
- Crime Hot spots
- Recent Events
- Clear
- Combat Messages
- Gangsters and Police Messages
- Failed Order Messages
- Waiting and Priority Messages
- Message Override

Note: Some of the overlays use a color scale.
You can find a key for the scale at the four corners of the map.

TERRITORY

The **Territory** button highlights all of the area you control, in your Gang color. The known territory of rival Gangs is also highlighted in their respective colors. The highlight always appears around the blocks.

- Click on the Territory button to view the known territory of all the Gangs.

LIEUTENANT'S AREA

The **Lieutenant's Area** button is used to allocate blocks to your Lieutenants. In Gangsters, you can allocate an area to a Lieutenant, and leave them to look after actions such as collecting protection and patrolling.

- Click on the Lieutenant's Area button to select the current Lieutenant.
- Bound the area of your territory that you wish to allocate to the Lieutenant.

Alternatively, you can click on individual blocks.

- Click on the Lieutenant's Area button to confirm the selection.

If the map is displayed full screen, the process is slightly different

- Click on the Lieutenant's Area button to view your Lieutenants in a window.

- Click on the arrow next to the currently displayed Lieutenant to view the list of all your Lieutenants.
- Click on the name of the desired Lieutenant to select them.
- Bound the area of your territory that you wish to allocate to the Lieutenant.

Alternatively, you can click on individual blocks.

- Click on the Lieutenant's Area button to confirm the selection.

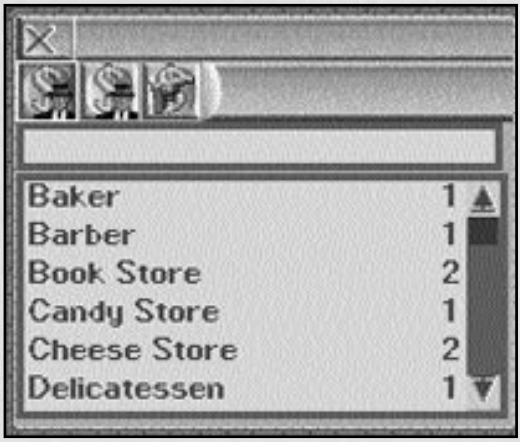
Areas that have already been allocated to a Lieutenant cannot be given to or shared by another Lieutenant. You must first remove the area from the jurisdiction of a Lieutenant before you can give it to another. To remove blocks from a Lieutenant's area is simply a reversal of the above process.

- Click on the Lieutenant's Area button to select the current Lieutenant.
- Bound the area of your territory that you wish to remove from the Lieutenant, or click on the individual blocks.
- Click on the Lieutenant's Area button to confirm the selection.

The same rules apply when the map is displayed full screen.

CONTROLLED BUSINESSES

The **Controlled Businesses** button uses a window to display all the businesses that the player either owns or protects.



- Click on the **Controlled Businesses** to view the list of business types that you own or protect.
- Click on the button marked **Owned** to view the list of business types that you own.
- Click on the button marked **Protected** to view the list of business types that you protect.
- Click on the button marked **All** to reset the list.

Scroll bars and a **search line** are also present in the window. This is another aid to finding a specific building type.

- Click on the scroll bars to move through the list.
- Type the name of the business type you wish to view in the search line.

The search line matches your typing to a business type. You do not need to type the whole name of the business type; the list will attempt to match the business type with each keystroke you make.

- Click on any business type in the list to view their position on the map.

The map highlights all the blocks that a business of the selected type appears.

LAND VALUE

Land Value highlights the relative value of the land that the blocks and locations are standing upon. Land Value is defined by the block type and area, and is not affected by the business upon it, unless it is a high value site such as a department store or bank. The overlay uses a color scale to display relative values.

- Click on the **Land Value** button to view the value of the blocks in the city.

SECURITY

As your empire grows, it becomes imperative that you keep an eye on where your hoods are positioned.

- Click on the Security button to view the security of the businesses that you know about.

HOSTILITY

When deciding exactly where in your territory to find trouble, the **Hostility** overlay helps enormously.

- Click on the **Hostility** button to view the hostility of the business people in your territory.

BUILDING TYPES

Building Types is similar to the Controlled Businesses in appearance, but has the effect of displaying all known building types, including municipals, irrespective of whether the player controls them or not.

- Click on the **Building Types** button to view a list of all the known buildings in the city.

Scroll bars and a **search line** are also present in the window. This is another aid to finding a specific building type.

- Click on the scroll bars to move through the list.
- Type the name of the building type you wish to view in the search line.

The search line matches your typing to a building type.

- Click on any building type in the list to view their position on the map.

The map highlights all the blocks that a business of the selected type appears.

CRIME HOT SPOTS

As the action heats up, the **Crime Hot Spots** overlay becomes ever more useful. At a glance, you can see if any areas are receiving more than their usual quota of violence. This may mean that two Gangs are in competition for the area, and as such they are both being diverted away from other areas.

- Click on the **Crime Hot Spots** button to view the scale of crime throughout the city.

RECENT EVENTS

The **Recent Events** button is used to show the more extraordinary events that have occurred in the previous week, such as deaths and explosions.

- Click on the **Recent Events** button to view the major crime events of the previous week.

CLEAR

- Click on the **Clear** button to remove all present overlays.

COMBAT MESSAGES

The **Combat Messages** button displays the list of combat messages in the **Message Box**. When this button is flashing it means that combat is currently taking place.

- Click on the **Combat Messages** button to open the Message Box and view the combat messages.
- Right click on the **Combat Messages** button to center the main window on the event

If the button is not flashing, right clicking will center the view on the location of the most recent message.

GANGSTERS AND POLICE MESSAGES

The **Gangsters and Police Messages** button displays the list of messages concerning the activities of enemy Gang members, police officers and FBI agents. This button flashes either when an enemy Gang member has been spotted, or when the police or FBI are taking action against your empire.

- Click on the **Gangsters and Police Messages** button to open the Message Box at the reports about Gangster and law enforcement activities.
- Right click on the **Gangsters and Police Messages** button to center the main window on the event.

If the button is not flashing, right clicking will center the view on the location of the most recent message.

FAILED ORDER MESSAGES

The **Failed Order Messages** button flashes whenever a member of your Gang fails to complete a task.

- Click on the **Failed Order Messages** button to open the Message Box at the reports about orders that have not been successfully completed.
- Right click on the **Failed Order Messages** button to center the main window on the location where the order failed.

If the button is not flashing, right clicking will center the view on the location of the most recent message.

WAITING AND PRIORITY MESSAGES

The **Waiting and Priority Messages** button displays messages from members of your Gang who are either waiting to begin an order, or are just starting or completing a priority order.

- Click on the **Waiting and Priority Messages** button to view the reports from Gang members waiting to begin tasks and those carrying out priority orders.
- Right click on the **Waiting and Priority Messages** button to center the main window on the location of the Gang member who sent the message.

If the button is not flashing, right clicking will center the view on the location of the most recent message.

MESSAGE OVERRIDE

Setting the **Message Override** button will override the message filters in the message box; accelerated time will not slow down for any messages, although the buttons will still flash as normal.

- Click on the **Message Override** button to override all decelerate time settings in the message box.
- Click on the **Message Override** button to revert to the settings in the message box.

For details of message icons and the **Message Box**, please refer to Messages, in the section towards the end of this chapter.

THE ROOFTOP VIEW

The **Rooftop View** is the view of the city from a medium altitude. In this map, you can see the layout of the city and the people and traffic. You can also investigate buildings from here. The Rooftop View can be used to navigate close areas of the city and to keep an eye out for intruders and to investigate buildings.

The buttons and overlays in this map are identical to those used in the City Plan, with the exception that information is displayed for each **location**, rather than each block.

WATCHING PEOPLE IN THE ROOFTOP VIEW

As you look around the city in the Rooftop View, you will notice that there are tiny cars and trucks moving around, and people walking the streets. Keep a careful watch on the colors of the dots; the colors represent the character type.

• Red, green, blue or orange	Gang Members
• Pale blue	Police
• Black	F.B.I.
• White	Gangsters who do not belong to any of the four Gangs
• Brown	Citizens

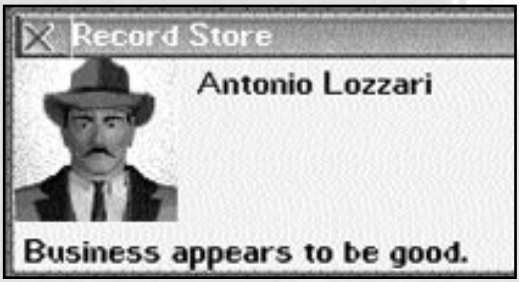
VIEWING BUILDING DETAILS AND GIVING ORDERS

Within the Rooftop View, it is possible to not only view the details of buildings, but also to give orders to your businesses.

- Click on a building to display its type.
- Click on the type to open the **Building Details Window**.

HINT

If you are sure you want to know about the building before you see what type it is, simply double click on the location to immediately open the window.



The building window displays the known information about the location selected. For most buildings at the start of the game, this will be just the name and face of the owner, what type of business they are running, and how trade appears to be. Nothing more can be found without exploring or extorting sites. Once a place has been explored, you can find out extra details. These include how much profit the site made, how the market situation for a particular type of business is, and how many Gangsters or police are in the building.

The greatest levels of information and options are found from the businesses that you own. For further details on businesses, please refer to **Giving Orders to your Businesses**, located in **City Maps** in the chapter on the **Gang Organizer**.

HINT

Try using extortion to obtain information close to your office, and exploration to start locating enemy and economic targets.

THE STREET VIEW

The Street View places you within the city itself. It is an isometric view that displays all the people, vehicles and buildings. Like the Rooftop View, you can investigate buildings freely. In this view, the name of the road beneath the mouse pointer is also shown at the top of the screen. This can help you to locate places that you are interested in finding again.

The buttons in the icon bar at the top are used for player options and for navigating your way around the city. The buttons used with the receiving of messages are also available. The player options buttons are the first seven buttons in the bar, as defined in **The Icon Bars** above. The other options are two buttons that allow you to view the city differently and help you navigate, plus the five buttons used for messages:

- Flip Screen
- Lower Buildings
- Combat Messages
- Gangsters and Police Messages
- Failed Order Messages
- Waiting and Priority Messages
- Message Override

FLIP SCREEN

The Flip Screen button can be used to view the far side of the blocks in the city.

- Click on the Flip Screen button.
- Click on a city block.

The map will be reversed around the block that you next click on. An indicator is displayed to show that the orientation has been reversed.

Note: When you reverse the view, left and right also reverse!

LOWER BUILDINGS

The **Lower Buildings** button is a toggle that allows you to define how the buildings are portrayed. You will see on this level that the buildings you are looking at have their roofs automatically removed as you scroll around. This is done so that you can still clearly see the pavements, and the people walking around.

You may prefer at times to have no buildings displayed; in combat, it might be useful to be able to see your opponents more clearly.

- Click on **Lower Buildings** to remove the buildings.
- Click on **Lower Buildings** to return to normal building display.

MESSAGE BUTTONS

The message buttons perform the same function in the Street View as they do in the **City Plan**. (See Page 54).

For details of message icons and the **Message Box**, please refer to **Messages**, in the section towards the end of this chapter.

WATCHING PEOPLE IN THE STREET VIEW

Most people and vehicles on the streets are innocent bystanders. They are no threat to you or anyone else and can be safely ignored.

- Click on any person to view their name.

Keep an eye open for people who could be enemy Gangsters; they could be carrying out orders against your empire.

Your Gang members will always have your Gang color at their feet.

- Hit key numbers 1 to 8 to view the groups of people in your Gang.

Hitting key number 1 cycles through your first Lieutenant and the groups in his or her team. The other keys will cycle through Lieutenants 2 to 8 and their groups respectively. Each key stroke centers the current view on the Lieutenant or Gangster in charge of a particular group or order.

Occasionally, your hoods or shopkeepers may spot people who are less than welcome; police, F.B.I. agents and of course other Gangsters. Whenever these people are spotted, a marker is either placed at their feet, or on the roof of the vehicle they are travelling in. The marker is color coded:

• Red, green, blue or orange	Gang members
• Pale blue	Police
• Black	F.B.I.
• White	Gangsters who do not belong to any of the four Gangs

HINT

Keep an eye open for the Gangsters that do not belong to a Gang. These people are usually looking for employment and are excellent at their selected tasks. Hire them before somebody else does!

Should you see a Gang member that has a **hand** displayed beneath them, this indicates that the character is waiting. If the character is a member of your Gang, you can tell them to continue with their orders using the **Wait / Continue** option in the **Tagged Windows**. Another icon that you might see below a Gang member is that of **extending prison bars**. If you see the bars below a person, it indicates that they are being **arrested**, or are already under arrest.

VIEWING BUILDING DETAILS

You can view building details in the Street View, in exactly the same way as in the section on the **Rooftop View**. Please refer to the section on the **Rooftop View** on page 73.

MESSAGES

Any time during the Working Week, you can receive information from your teams concerning events as they occur.

The information arrives as **messages**. These are situated at the far end of the icon bar. There are five buttons associated with the messages:

- Combat Messages
- Gangsters and Police Messages
- Failed Order Messages
- Waiting and Priority Messages
- Message Override

Each time that a message for a particular category arrives, the relevant message button will flash for five seconds and an audible sound will be heard.

COMBAT MESSAGES

The Combat Messages button displays the list of combat messages in the **Message Box**. When this button is flashing, it means that combat is currently taking place.

- Click on the **Combat Messages** button to open the Message Box and view the combat messages.
- Right click on the **Combat Messages** button to center the main window on the event.

If the button is not flashing, right clicking will center the view on the location of the most recent message.

GANGSTERS AND POLICE MESSAGES

The **Gangsters and Police Messages** button displays the list of messages concerning the activities of enemy Gang members, police officers and FBI agents. This button flashes either when an enemy Gang member has been spotted, or when the police or FBI are taking action against your empire.

- Click on the **Gangsters and Police Messages** button to open the Message Box at the reports about Gangster and law enforcement activities.
- Right click on the **Gangsters and Police Messages** button to center the main window on the event.

If the button is not flashing, right clicking will center the view on the location of the most recent message.

FAILED ORDER MESSAGES

The **Failed Order Messages** button flashes whenever a member of your Gang fails to complete a task.

- Click on the **Failed Order Messages** button to open the Message Box at the reports about orders that have not been successfully completed.
- Right click on the **Failed Order Messages** button to center the main window on the location where the order failed.

If the button is not flashing, right clicking will center the view on the location of the most recent message.

WAITING AND PRIORITY MESSAGES

The **Waiting and Priority Messages** button displays messages from members of your Gang who are either waiting to begin an order, or are just starting or completing a priority order.

- Click on the **Waiting and Priority Messages** button to view the reports from Gang members waiting to begin tasks and those carrying out priority orders.
- Right click on the **Waiting and Priority Messages** button to center the main window on the location of the Gang member who sent the message.

If the button is not flashing, right clicking will center the view on the location of the most recent message.

MESSAGE OVERRIDE

Setting the **Message Override** button will override the message filters in the message box; accelerated time will not slow down for any messages, although the buttons will still flash.

- Click on the **Message Override** button to override all decelerate time settings in the message box.
- Click on the **Message Override** button to revert to the settings in the message box.

THE MESSAGE BOX

Clicking on any of the four message buttons will open the **message box**.

The Message Box displays the reports applicable to the message button that was clicked, with the most recent message first.

The Message Box itself is a small window, split into four areas:

- Message type
- Message filters
- Message
- Message display options and details

MESSAGE TYPE

The top of the window displays the type of message being reported. This part of the window also contains the button for closing the window.

- Click on the **X** to close the window.

MESSAGE FILTERS

The four buttons below the Message type are the **filters** for the message box. When switched on, these buttons will slow accelerated time to the normal speed, allowing you to act on the messages with more ease. There are four buttons; one for each message type:

- Combat Messages
- Gangsters and Police Messages
- Failed Order Messages
- Waiting and Priority Messages

The filters are initially set to **on**.

- Click on the filter to deactivate it.
- Click on the filter to activate it again.

MESSAGE

The center of the window displays the message itself. The message is shown along with who is making the report and where they are.

MESSAGE DISPLAY OPTIONS AND DETAILS

The bottom of the window contains the options and details for the messages in storage.

At the bottom left are four buttons that allow you to cycle through the messages:

- Most recent message
- Forward one message
- Back one message
- Earliest message

The two numbers at the center are the message counter. These denote both the number of the message you have selected and the number of messages in total that are currently in the message box.

The two buttons at the bottom right consist of the View Event button, and the Clear button:

- Click on the View Event button to scroll to the location where the event took place.
- Click on the Clear Message button to delete the message currently selected.

ACCELERATED TIME

You will occasionally find that your Gang members have completed all their important orders and are either heading back for base or working on routine orders such as collecting protection. In these situations, you may wish to accelerate time to the end of the Working Week.

At the bottom right of the screen you will see the clock, which tells you how far through the Working Week you are.

The top of the clock has two shoulders and an indicator needle. These are for accelerating time.

Click on the right shoulder to accelerate time.

Click on the left shoulder to decelerate time.

The needle indicates the rate at which you are playing the game, from normal through to maximum in five stages:

• Needle far left	Normal
• Position 2	x 2
• Position 3	x 4
• Position 4	x 8
• Far right	Maximum

The mouse is disabled in the latter two positions. To slow time down again, you can either use the < key or you can press both mouse buttons simultaneously. The latter action will always reset the time to normal.

The arrival of **messages** can also halt accelerated time. If you have any of the message filters set and the **message override** is **off**, incoming messages will always slow time to the normal rate, allowing you to act on messages as quickly as possible. See the section on **Messages**, on page 75.

TAGGED WINDOWS

During the Working Week, you can keep an eye on your Gang members using **Tagged Windows**.

Each of the windows shows a small area of the city in the Street View, with the selected character central.

Should the character walk behind a building, the view in the Tagged Window reverses to keep the character in sight. A marker will also appear to show that the orientation has been reversed.

Tagged Windows appear at the top of the screen and have the following features:

- Character Name
- Close Window button

If the character is a member of your Gang, the following details are also displayed:

- The Gang Member's Order
- Center View
- Toggle Display
- Cancel Order
- Wait/Continue
- Get out of Vehicle
- Return to Base

CHARACTER NAME

The name of the character is displayed at the top of the Tagged Window.

CLOSE WINDOW BUTTON

- Click on the **X** at the top left to close the Tagged Window.

THE GANG MEMBER'S ORDER

The Gang member's order is displayed below the icon bar, which contains the remaining Tagged Window buttons.

CENTER VIEW

- Click on Center View to center the main screen on the character.

Note: The main screen never reverses when you use this button, irrespective of the view in the Tagged Window.

TOGGLE DISPLAY

- Click on the Toggle Display button to swap the view in the window between Street View and Rooftop View.

In the Rooftop View, a small pulsing square is placed around the character. This is displayed in the Tagged Window, whether the character is inside a building or on the street.

CANCEL ORDER

- Click on the Cancel Order button to delete the order the character is performing.

The Cancel Order deletes the order completely; any other hoods on the order will also cancel the task.

WAIT/CONTINUE

This button is a toggle.

- Click on **Wait/Continue** to tell the Gang member to stop the order they are performing.

Whilst a character is waiting, a **hand** is displayed beneath their feet.

- Click on **Wait/Continue** again to tell them to continue.

This button is also used to instruct hoods to continue, if they are on a **Wait** instruction given in the Gang Organizer.

GET OUT OF VEHICLE

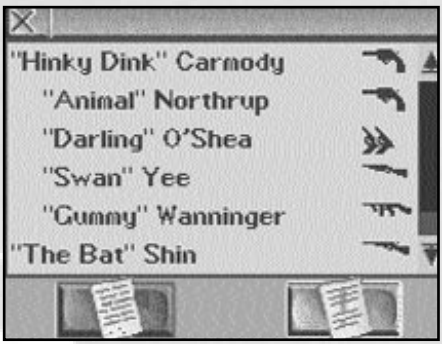
- Click on **Get out of Vehicle** to tell Gang members to leave their transport.

Once hoods have left their vehicle, they will continue with their orders on foot.

OPENING TAGGED WINDOWS ON YOUR GANG MEMBERS

Tagged Windows can be opened for your Gang members using the **Tagged Characters List**.

- Click on the Tagged Characters List to open the list of people in your Gang that are on the streets.



The people shown to the left in the window are your Accountant, Lawyer and the Lieutenants and Gangsters in charge of other hoods and tasks. The Accountant and Lawyer will have an icon alongside to show their role:

• Accountant	Dollar sign
• Lawyer	Scales of justice

The Gangsters and hoods will display the weapons they are carrying alongside their name.

Note: Anyone that has recently died is shown with a cross next to their name.

The indented names in the Tagged Characters List are the hoods serving under a Lieutenant or Gangster. They always appear directly below the person they are serving under.

- Click on any name to open a Tagged Window on the selected character.

A scroll bar is present to the right of the window.

- Click on the scroll bar to view the list of people in the Tagged Characters List.

Below the names of your Gang members are two buttons:

- People
- Orders

PEOPLE

- Click on the **People** button to view your Gang members who are on the street.

ORDERS

- Click on the **Orders** button to see the orders your Gang members are currently performing.

To find who is performing a particular order:

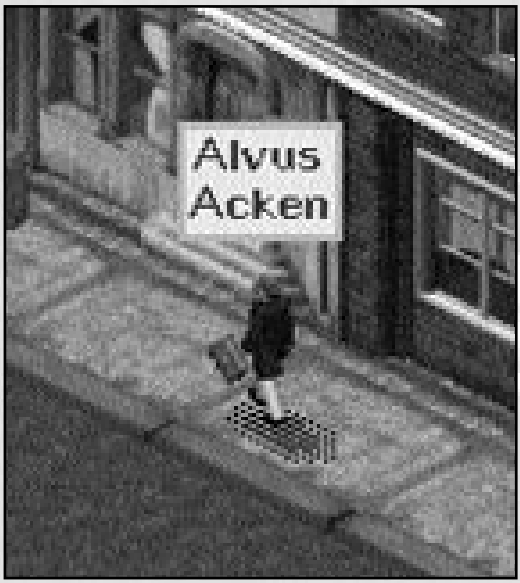
- Click on the scroll bar until you find the order.
- Click on the order.

The Tagged Window will be opened on the Gang member performing the order.

SELECTING PEOPLE FROM THE STREET VIEW

It is possible to open Tagged Windows on anyone from the Street View, irrespective of who they are or where they are in the city.

- Click on the person.



This displays the person's name in a small box.

- Click on the person's name.

This will open a Tagged Window on the character. An alternative method to the above is to

- Double-click on the person.

This opens the Tagged Window immediately.

STREET ORDERS

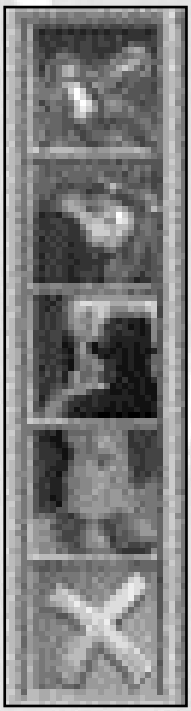
During the Working Week, it may be necessary to change your hood's current orders. This can occur when patrols need to be diverted to attack intruders, or to send hoods around a safer route before continuing with their normal orders. You can do these actions using the **Street Orders**.

HINT
Be careful when giving instructions to the people in Tagged Windows; some actions may result in the Lieutenants being unable to complete their tasks for the week.

Before giving a Street Order, you must first of all select the people to perform the action.

- Click on an individual hood, or bound a group of hoods to select the people to perform the Street Order.
- Hold down the **Control** key and click or bound additional hoods to add them to the selected group.
- Click or bound selected hoods to remove them from the selection.

The names of the all selected hoods will briefly appear above their heads, and their colored floor indicators will pulse.
When you have selected your first hoods, an **Order Box** appears. This box has five options:



- Kill
- Assault
- Tail
- Go to
- Cancel

KILL

The **Kill** order allows your hoods to attempt to permanently remove enemy hoods, police and other troublesome people you may find on the streets.

- Click on the **Kill** button to instruct the hoods to kill the selected target.

The mouse pointer will change to the **Kill** cursor.

- Click on a potential target to see their name.
- Click on the name of the target character to complete the order.

Alternatively, if you are certain of your target:

- Double-click on the target to select and confirm the order.

The **Order Box** will disappear and the hoods will attempt to kill the target using the weapon of their choice. This will usually be firearms, but may involve knives and bats if police are around. Once the target has been killed, the hoods will resume with their previous orders.

ASSAULT

The **Assault** order allows your hoods to attack opposing hoods without killing them and risking savage reprisals from their boss. Assault inly disables the target for the remainder of the current working week.

- Click on the **Assault** button to instruct the hoods to kill the selected target.

The mouse pointer will change to the **Assault** cursor.

- Click on a potential target to see their name.
- Click on the name of the target character to complete the order.

Alternatively, if you are certain of your target

- Double-click on the target to select and confirm the order.

The **Order Box** will disappear and the hoods will attempt to assault the target. The assault will usually involve fists and bats, but may progress to knives and guns if the fight escalates. Once the target has been assaulted, the hoods will resume with their previous orders. Any hood successfully assaulted will head for home, ignoring any orders that the Lieutenant tries to give them. They will still be able to perform Street Orders, but only until they reach your base.

TAIL

- Click on the **Tail** button to instruct the hoods to follow the selected target.

The mouse pointer will change to the **Tail** cursor.

- Click on a potential target to see their name.
- Click on the name of the target character to complete the order.

Alternatively, if you are certain of your target

- Double-click on the target to select and confirm the order.

The **Order Box** will disappear and the hoods will follow the target until they either lose them, combat occurs or the Working Week ends.

HINT
*Using **Tail** is an effective way to keep an eye on somebody, without taking the extreme actions of killing or assaulting them.*

GO TO

- Click on the **Go to** button to instruct the hoods to go to the next selected location and wait there.

The mouse pointer will change to the **Go to** cursor.

- Click on the desired destination to complete the order.

The **Order Box** will disappear and the hoods will head for the selected destination. Once at the destination, the hoods will **Wait** for further commands.

CANCEL

- Click on the **Cancel** button to cancel the Street Orders.

The **Order Box** will disappear and the hoods will continue with their previous orders.

*Note: The **Accountant** and **Lawyer** can only use **Go** to and **Cancel**.*

For examples of how to use the Street Orders, please refer to **Tutorials 2** and **4**.

HINT
All Street Orders affect the time left for the hoods selected to complete their other orders. The best way to get round this is to give Patrol orders in the Gang Organizer. These consume the whole week, and therefore are not impacted severely.

THE END OF THE GAME

Gangsters can end in 3 ways:

- By completely dominating the city.
- By achieving a particular goal.
- By your failure.

Each of these ways affects your final rating and consequent position in the Hall of Fame.

Whether you win or lose, you are always shown a short sequence to show the outcome of the game, before being graded for a final score and the Hall of Fame.

WINNING THE GAME

Depending on the game type you are playing, there are a number of ways to win the game:

FULL LENGTH GAME

In the full length game, you can win by achieving any of the following:

- Eliminate the other Gang Leaders
- Be elected as Mayor
- Succeed in going straight

The elimination of the competition is the technical term for not only killing the rival Gang leaders, but also ensuring that they have no chance of resurrecting under the leadership of one of the old Gang's Lieutenants. In order to do this, the Gang must be crippled from three angles:

- Manpower
- Territory
- Money

The successful destruction of all opponents results in the highest award bonus for a full game. Should there be two remaining Gang leaders, who are in a firm agreement to divide the city, this is also classed as having successfully eliminated the competition.

In order to become Mayor, the current Mayor must either be eliminated, or you must wait for the next election to be called. In either case, you must be powerful, wealthy and popular in order to stand a chance of winning the election. Once an election has been called, the runners have six weeks in which to increase their own popularity, whilst attempting to decrease the popularity of their opponents. Up to six people can be entered for an election, but each entrant must have control over enough of an area to be recognised as a contender. Successfully becoming the Mayor has an intermediate win bonus, since it is not as hard to achieve as eliminating the competition.

Going Straight is the easiest way to win. To do this, you must have $250.000 of assets. You are not permitted to be involved with any illegal businesses, or to trials in progress against your Gang members. Going Straight is the easiest win to achieve in a full game and subsequently has the lowest win bonus.

Note: Going Straight is not available in a Multiplayer game.

SHORT GAMES AND SCENARIOS

Each of these has its own win condition. In order to achieve the highest possible win bonus, you must either reach the selected win criteria first, or eliminate the other Gang leaders.

LOSING THE GAME

Just as there are a number of ways to win the game, there is also a variety in the ways to lose the game. Most lose conditions adversely affect your win score, and consequently your position in the Hall of Fame.

FULL LENGTH GAME

There are few ways to lose a full length game:

- Be killed
- Go bankrupt
- Be sent to prison
- Lose an election to a rival Gang leader

Just as you can kill the other Gang leaders, so they can also kill you. You must always watch your back. Keep security tight and never hesitate to respond to or instigate an attack when the situation demands.

To go bankrupt is fairly difficult; Gangsters will always accept half pay, or even no pay, up to a point. It is only once they become exceptionally aggrieved that they will walk out on you. Vehicles, weapons and businesses can all be sold to release emergency capital when necessary, but once these have run out, you are in trouble.

Being successfully prosecuted and sent to prison is another way to lose. The crimes you will commit all reflect on yourself, and the legal process may eventually catch up with you. If you cannot afford to bribe the judge, or fix the jury, you could be facing a long future doing hard labour.

Losing an election means that you were not powerful enough to prevent your opponent becoming mayor.

SHORT GAMES AND SCENARIOS

The lose conditions for the short games and scenarios are the same as those for the full length games, plus failing to be the first to reach the win condition also automatically triggers a lost game situation.

SCORE

Once you have finished playing a game, you are automatically awarded a score.

The score is derived from a number of factors which judge your performance and is based on both your best levels of achievement and your situation at the end of the game.

The score comprises of the following factors:

- Whether you won or not, and the method by which you won
- The amount of territory held
- The number of hoods employed
- The amount of cash held

Once these values have been calculated, you are then totalled to give a score out of 100.

THE HALL OF FAME

The Hall of Fame is the section where your score is compared to those of previous games and crime overlords. The section is accessed automatically at the end of every game, and can also be viewed from the Main Menu options.

The first screen you will see is that of the **Top Gangsters**.

This screen shows the names and faces of the Gang leaders, along with a list of their achievements for empire and crime.

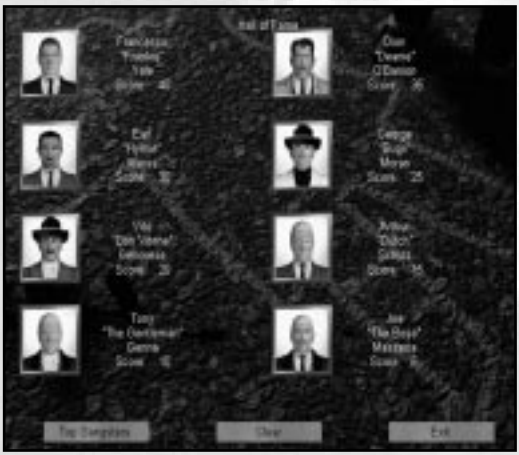
- Click on the **Next Best** button to view the next eight Gang Leaders in the Hall of Fame.

Here you will find the Gang Leaders who have not reached the same heights as the top three.

- Click on the **Top Gangsters** button to return to the first screen in the Hall of Fame..

The two other buttons on the screens allow you to clear all your entries on the Hall of Fame and to return to the Main Menu.

- Click on the **Clear** button to remove your entries from the Hall of Fame.
- Click on **Exit** to return to the previous screen that you were viewing.



MULTIPLAYER GAMES

To set up or join a multiplayer game, you need to access the **Multiplayer Screen**.

- Click on the **Multiplayer Game** button, in the **Main Menu**.

In the **Multiplayer Screen**, you can

- Change your face
- Change your name
- Change your Gang color
- Establish a connection
- Create a new game
- Join a new game

CHANGING YOUR FACE

A default face is always displayed, but you may like to choose your own face. There are a number of buttons to the left of your face to do this:

- Click on the top button to change the gender between male and female.
- Click on the buttons below the gender button to change the nationality and traits.
- Click on the last set to change the facial features.

CHANGING YOUR NAME

A default name is always displayed, but you may like to change this. To change any of the names

- Click in the name box
- Type in your name
- Hit **Return**

ESTABLISHING A CONNECTION

Gangsters supports Multiplayer gaming over most protocols that support Directplay:

- IPX LAN
- TCP/IP LAN
- Modem connection
- Null modem serial connection
- Internet
- Click on the Connection box to view the connection types.

IPX/TCP LAN (LOCAL AREA NETWORK) NETWORK

Gangsters supports LAN play using both IPX and TCP/IP protocols, for which you must have a compatible network card and drivers. IPX and TCP/IP supports games for up to four human players.

- Click on **IPX** or **TCP/IP** in the connection box to establish a connection.

When you have selected this type of connection, a window will appear asking for the IP address of the Data Name Server. The address only needs to be entered if you are playing over a Wide Area Network (WAN). If you are playing over a LAN, click on OK.

MODEM CONNECTION

Gangsters can be played by two people over a Modem connection. For this type of game, both players must possess a Windows 95 modem with a minimum baud rate of 28.8kbit/s. One player must also possess the opponents telephone number.

- Click on **Modem** from the connection type box to make a connection.

You will be prompted to enter the telephone number of the other player.

- If you are initiating the call, enter the telephone number of your opponent, and click on **OK**. If you are receiving the call, click on **Cancel**.

The modems will now attempt to connect, and you should follow any further on-screen prompts.

INTERNET

Up to four people can play Gangsters over the Internet. All players must possess a suitable modem as stated above, and be logged on to the Internet. The player who creates the game must have given the other players his or her IP address.

- Select **Internet** from the connection type box, to make a connection.
- When you select an **Internet** connection, you will be prompted to enter the IP address of the player hosting the game.
- Click on **Cancel** if you are the host.
- To enter another address, type the new number into the box, then click on **OK**.

The game will now establish the connection between players. Player's names will appear in the Players window.

NULL MODEM SERIAL CONNECTION

Two people may play Gangsters using a serial connection, for which you must have a suitable RS232 protocol Null-modem serial cable.

- To establish a connection, select **Serial** from the connection type box.

Once a connection has been successfully made, the name of any games in progress or waiting to begin will appear in the **Available Games** window.

CREATING A NEW GAME

When you create a new game, you automatically become the host of that game. All other players can only join the game.

Once you have connected to the desired protocol, you can create a game by using the following steps:

- Enter the name of the game in the **New Session Name box**.

This can be your name, or any other identifying name that helps other players identify the game you are creating.

- Click on **Create Game**.

The name of your new game will be displayed in the **Available Sessions** window. Your name will also be displayed with your selected color in the **Players** window. A description of the game to be played can be viewed in the **Description Box** at the bottom of the screen.

- Click on the **Game Options** button to change the game details.

The **Game Options Screen** for the multiplayer game is identical to that for the single player game. Please turn to page 30 for details of how to use this screen. When all the players have joined

- Click on **Start Game** to begin the game.

JOINING A GAME

In order to join a game, you must still have made a connection. When you successfully make a connection, the **Available Games** window will display the names of all the games that are in progress or waiting to begin.

- Click on the name of a game in the window to display its details.

The **Players** window below will display the names and Gang colors of the people in the game. You will also notice that a description of the game appears in the **Description Box**.

If a game can be joined, the available Gang colors become highlighted at the top of the screen.

SELECTING A GANG COLOUR

- Click on the relevant button to pick a Gang color.

JOINING THE GAME

- Click on the **Join Game** button to join the game.

You should then see your name and Gang color appear in the list of players.

- Click on **Start Game** to begin the game.

LOADING A SAVED MULTIPLAYER GAME

To load a saved multiplayer game, there are a number of criteria and rules:

- The same players must be in the game.
- Each player must have the same name, Gang and Gang color as before.
- Each player must be on the same computer as when the game was saved.
- The same player must be the host of the game.

The game will not run unless all four of the above conditions are met.

- Click on the **Load Game** button.

This will take you to the **Multiplayer Load Screen**. The host of the game must be the first person to load the game.

- Click on a saved game to view its details.

The details are shown in the window below the list of saved games.

- Click on **Load Game** to select the saved game and return to the **Multiplayer Screen**.
- Click on **Cancel** to ignore the saved games and return to the **Multiplayer Screen**.

In the **Multiplayer Screen**, the name of the loaded game, its players and its settings will be displayed in the **Available Games** and **Players** windows. You will also see that your Gang color has been selected automatically, and no other colors are available. As each of the other players joins, their color will be allocated to them. When all the players have joined the game, the **Start Game** button will become available.

- Click **Start Game** to launch the game.

MESSAGES

At any time during a multiplayer game, players can send messages to each other using the four function keys, F9 to F12:

- F9 is a general broadcast key, where the message is sent to all other players.
- F10-F12 sends the message to just one of your opponents.

Clicking on any of the buttons opens a text window, within which you can type your message.

- Hit **Return** to send the message.
- Click on the **X** at the top left of the window to cancel the message.

The message is displayed in a window on the destination player's screens.

- Click on the **OK** button to remove the window.

HINT
You can secretly agree diplomatic measures with other players using the message box. This can avoid unnecessary bloodshed and also allows you to be treacherous!

NOTES ON MULTIPLAYER GAMES

It is worth noting that multiplayer games have several differences from single player game.

THE DENSITY OF THE CITIES

As previously mentioned, the density of the cities in the multiplayer games is less than that for normal games. This is to ensure that you spend less time building a financial power base, and more time fighting the opposition.

LOADING A GAME

Multiplayer games can only be loaded from the Main Menu.

SAVING MULTIPLAYER GAMES

Multiplayer games are automatically saved at the start of each Working Week. Players cannot manually save the game.

END GAME CRITERIA

In a multiplayer game, no players may attempt to **Go Straight** or **Run for Office**.

LAST MAN STANDING

The game will automatically end when there is only one human player left alive. Human players are not replaced when they are out of Multiplayer games.

PAUSING AND MINIMIZING

Should any player pause or minimize the game, all other players will be informed of this action.

Deaths
This page is dedicated to those who have lost their lives in the crime wave sweeping our fair city.
Benjamin "Lucky" Benfield, killed in the fire at the Office at the center of Jamaica Ave. Ogden St. Magnolia - Bowmanville St.
in the incident at the of State Rd & Christopher
New Tem
WARLORD DEAD!
BENFIELD DIES IN FIRE ON

APPENDICES

The following appendices list features of the game that are not essential to read in order to play the game, but do supply additional information that may help you understand in greater depth.

APPENDIX 1: PEOPLE

Each member of the population in Gangsters has their own specific role. This role varies from being ordinary citizens and business owners, through to the law enforcers and the law breakers.

This appendix describes in brief the roles and traits of each type of character, along with whom they affect and by whom they are affected.

GANG LEADERS

The **Gang Leaders** are the major characters in the game. As the player, you are one of the four that always compete for dominance of the cities. Gang Leaders are ultimately responsible for all the activities of their Gang, and this is why the FBI agents spend their time trying to put the Gang Leaders behind bars.

The ultimate role of the Gang Leader is to become the master of the underworld. How this is achieved is up to the Gang Leader in question. Ultimately the game can be won by:

- Increasing your wealth
- Increasing your manpower
- Increasing your territory

Actions must be aimed at achieving one or more of the above items. Gang Leaders need to spend time organising the activities of their Gang members, and ensuring that these are carried out effectively during the Working Week.

Ultimately, as a Gang Leader yourself, you will find the best approach that suits you. You can affect just about everyone and everything in the city, but it is up to you to determine who, where, when and how.

LIEUTENANTS

Effective **Lieutenants** are the elite of your forces. In order to be effective, a good Lieutenant needs a combination of intelligence and good organization. It is also desirable that they should be highly effective in at least one other area, such as firearms or stealth skills; the more, the better.

Your Lieutenants are the characters to whom you give the majority of your **orders** for the coming week. They are also the people from whom you can read the results of the orders, using the extensive **reports** they can deliver. Orders and reports are covered in more details within the **Lieutenants Section**, in The **Gang Organizer**. Please refer to this section for further details.

The major role of your Lieutenants is to **allocate orders** to your hoods. The better the intelligence and organization of your Lieutenant, the more accurate your Lieutenant will be in predicting the amount of time each order will take. Poor Lieutenants not only give themselves more time for orders, but also try to avoid placing themselves in any form of danger, even if they are the most suitable person for the task.

Lieutenants are also in charge of allocating **vehicles** and **weapons**. They distribute these as they see fit, predominantly giving the best of each to hoods on priority orders and those orders covering long distances.

HINT

Try to ensure an adequate supply of weapons and vehicles. Some orders are almost certainly doomed to failure if the hoods performing them have no firearms or transport.

All the members of your Gang, including your Lieutenants, are affected by their pay. Pay them enough, and they will be loyal. Pay them insufficiently and all sorts of things can start to go wrong, even to the extent that they will desert your cause.

HOODS

Your **hoods** are your major workforce. These people, both male and female, perform the majority of all the actions in the Working Week, from donating money and **patrolling**, to **intimidating** and **killing** other people. (See Orders.) These tasks are passed down from the Lieutenants.

One factor that affects hoods is their **intelligence**; the more intelligent a hood is, the more likely he or she is to survive for any length of time. A lack of intelligence can lead to major problems, such as a hood opening fire on other Gang members. This may not seem bad at first, but can be disastrous, especially when you have a peace treaty with the very Gang your hood has just attacked.

GANG ACCOUNTANTS

Gang **Accountants** are the characters responsible for looking after your finances. A major part of this is attempting to **cover up** your illegal income. Any illegal money that the Accountant cannot cover will come to the attention of the FBI, who will respond with raids and attacks on your businesses.

The Accountant can be given only two **orders**. The first is to **evade tax** for you, whilst the other is to perform an **audit**. (To keep an eye on any of your hoods that deal with money.)

The Accountant can also give various financial **reports**. These cover items of general **finance**, the results of **audits**, and also include lists of **taxes evaded** and **people corrupted**.

GANG LAWYERS

Gang **Lawyers** are the characters responsible for looking after the legal issues.

Their major role is performed automatically, which is the **defending** of your Gang members in court, trying to keep them out of jail.

The Lawyer can also be given **orders**, and is also the only person able to corrupt official figures. He can **bribe** anyone from the Mayor to individual Police Officers and can even **employ** police if you so wish.

A Lawyer becomes mandatory, should you wish to enter an election or **attempt** to **Go Straight**. Only he can steer you legally through these actions.

The Lawyer can also give various **reports**, all of which revolve around criminal or legal actions. Amongst these are lists of **criminals**, **crimes** and **corrupted people**. A progress report for any **election** that may be taking place is also included. These reports help you keep watch on the legal issues, and give clues as to when you should make your hoods lie low, or when it is time to try and damage the reputation of a rival Gang Leader with a campaign of violence in their territory.

THE MAYOR

The **Mayor** is the most senior dignitary in the city, and is also a person with whom all Gang Leaders must attempt to be on good terms.

The Mayor works with the Police Chief to bring criminals to justice. Each week, the Mayor **allocates officers** to the Police Chief, who then uses them to police the city.

The Mayor can affect the opinion of the Police Chief about the Gang Leaders. Each week, the Police Chief begins more and more to share the view of the Mayor. This is in turn passed from the Police Chief to The individual officers.

Should a Gang Leader be especially active, the Mayor may make a **declaration** in the newspaper. In it, he will name the main culprit; should this be you, accept the declaration as a warning.

The Mayor always defends his seat in an **election**, unless he is killed.

The effect of the Mayor reaches throughout most of the people involved in the legal process. Consequently, you should consider making the occasional payment to this character.

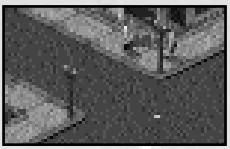
POLICE CHIEF

The **Police Chief** is the person responsible for the effectiveness of **policing** through the areas of the city. The more hostile he is towards you, the more police you will find per block in your territory, and the more willing they will be to open fire on and arrest your hoods on sight.

The Police Chief affects each Police Officer's opinions of the Gang Leaders. Each week, the Police Officers gradually take the same opinion as the Police Chief, which affects their reaction to you and your hoods. This however takes time, and can be countered with bribes and other actions.

Whilst the Police Chief affects the opinions of the Police Officers, the Police Chief is himself affected by the Mayor.

POLICE OFFICERS



The **Police Officers** have many roles, from **patrolling** areas and **guarding** businesses, to **investigating** crimes and providing an **escort** for the criminals being taken for trial.

The police are fully equipped **combatants**; do not expect them to flee from combat if they outnumber your hoods. Even if they do flee, it will only be so they can call for help with the situation. Unwary or unlucky hoods may even find themselves being arrested, if they are not careful with their actions.

Fortunately for the Gang Leaders, the police are every bit as corrupt as their chief. They will usually accept bribes without question. Should you so desire, the police may even be **employed** with a regular weekly wage! This action can provide an extra measure of security against arrest when your hoods are caught red-handed.

Each officer has his own opinion of each of the Gang Leaders. Whilst bribery and employment can reduce their hostility towards you, they are ultimately affected by the Police Chief, whose regular talks sway the officer's thoughts towards his own.

THE HEAD OF THE F.B.I.

The **Head of the FBI** is the person responsible for the network of information used in the **detection** and **destruction** of illegal businesses. This character must be treated with extreme caution, since he is incorruptible, and reacts to violence with an even greater determination to crack each player's illegal businesses.

The more capable the Head, the better the information network functions, and the more businesses are shut down around the city.

F.B.I. AGENTS

FBI Agents are the workforce in the fight against illegal activities. Like the Head of the FBI, all agents are incorruptible. Bribes and donations have no effect on these people. The only thing that does have an effect is violence, and this simply makes them hate you more.

FBI Agents are given the task of **finding** illegal businesses detected by the Head of the FBI. Once they are near a business, they will search the area thoroughly. Should an illegal business be found, they then try to organize a **raid** for the following week.

More effective than police, the FBI Agents are a force to beware if you should find them in your territory.

JUDGES

Each time that a member of your Gang is sent for trial, a **judge** is allocated to **oversee** proceedings and to **pass sentence**, should they be found guilty. Fortunately for the Gang Leaders, judges are generally as corrupt as most of the population.

As prominent members of the community, one of the judges will always enter against the Mayor in an **election**. Should an election be called as the result of the death of the Mayor, two judges will enter.

DISTRICT ATTORNEYS

District Attorneys, or DAs for short, are the people who see that your hoods are successfully **prosecuted**. In all trials, the end result is inevitably a battle of skill between your Lawyer and the DA

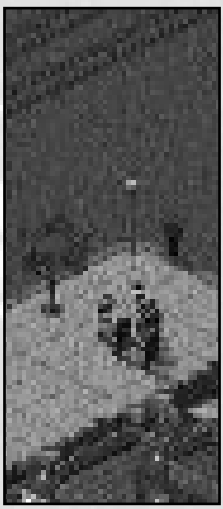
The DA holds the list of witnesses and jurors for each trial or court case for which they are the prosecutor. Consequently, it is the DA that must be bribed if you wish to view this list.

REPORTERS AND EDITORS

Reporters appear in each of the four Newspaper buildings around the city. Their role is to visit scenes after crimes have occurred, taking photographs and issuing stories in the newspaper at the end of the week.

The **Editors** of each newspaper exert their influence over an extensive area of the city, using their powers to change people's opinions about each of the Gang Leaders.

RELIGIOUS AND CHARITY LEADERS



The **priests** in their **churches**, like the **owner** of the **orphanage**, all work hard for the benefit of the poor of the city. Whenever an area becomes especially squalid, they use the newspapers to **appeal** for funds and issue thanks whenever **donations** are received.

Each week, the priests all denounce the causes of poverty and crime in their sermon, whilst at the same time praising those who they feel are being beneficial to an area. This in turn affects the feelings of the **Business Owners** and **Citizens** to each of the Gang Leaders. Making donations ensures that you are looked on favourably.

BUSINESS OWNERS

The **Business Owners** of the city are the men and women whose very livelihood and existence depends on the money circulating around the city. As a Gang Leader, their money is potentially your money, and it is up to you to extort or purchase the best sites.

Business Owners form the electorate of the city, thereby requiring you to have a good relationship with the public should you wish to run for office. They also sit on **juries** during court cases, where once again a good relationship can make the difference between a prosecution and an acquittal.

Business Owners who are within your protection may be extremely stubborn. If they are paying, they will expect good service, and a succession of attacks from another source may see them leaving your empire in droves. Those outside your influence may also be stubborn in another way. These people may refuse to pay protection in the first place, and might even go as far as **squealing** to the police about your activities.

Business Owners are not only affected by bribes or violent actions taken against them, but they are also affected by the feelings of the local priests and reporters. Sermons from both pulpit and the local newspaper serve to enforce an opinion on the members of the public.

CITIZENS AND SNITCHES

Citizens are the people who spend their time walking around the city, visiting different places and shops, spending money and keeping the market fluctuating. They window shop, read papers, hover around accidents and deaths, and perform all the usual activities that you might see people doing on any street.

Since they spend most of their time walking out in the open, it is likely that a citizen might be caught up in a violent or criminal activity. Should violence be present, they will always run away. If a non-violent crime is being committed, there is a chance that the citizen will see the act being performed. If this happens, the possibility exists that the citizen will stand as a **witness** for the police. Extreme law abiding citizens may even **squeal** to the police, informing them of both crime and culprit, thereby saving the police the task of an investigation.

Like the Business Owners, citizens are also affected by the feelings of the local priests and reporters.

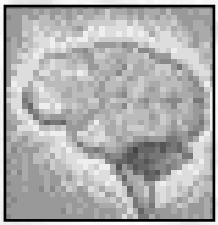
A special type of citizen is the **snitch**. These people are normal in every aspect, except for one: The snitches walk from one Gang area to another, hanging around with hoods and picking up information on Gang membership. This information is then sold to the other Gang Leaders in the **Diplomacy Section**. Please refer to the **Diplomacy** section of **The Gang Organizer** for further details on using snitches.

There are only ever three snitches at one time.

APPENDIX 2: GANGSTERS SKILLS

The skills and abilities possessed by hoods always affect the outcome of the various orders you can give in Gangsters. Whilst your Lieutenants automatically check the suitability of people for the instructions they are given, it helps to know what qualities to look for when recruiting hoods.

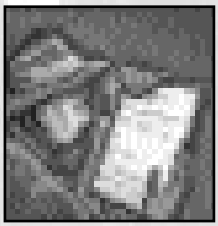
INTELLIGENCE



Intelligence is important for several reasons.

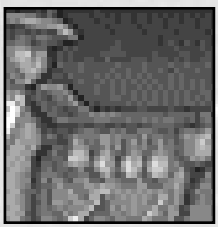
For your Lieutenants, intelligence forms part of their ability to allocate orders efficiently. For all Gangsters, intelligence is used in tasks such as bribery and recruitment, where the character has to overcome potential situations with their ability to think on their feet.

ORGANIZATION



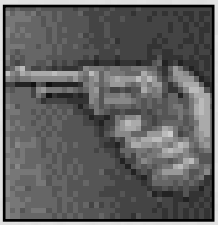
Organization is only used by Lieutenants and Gangsters who run businesses. It forms part of the ability of the Lieutenant to allocate orders effectively, and also partly determines how productive a Gangster is within one of your businesses.

BUSINESS



Business is the most important skill for Gangsters who are running businesses for you. The greater this skill, the more money will be brought in by the Gangster.

FIREARMS

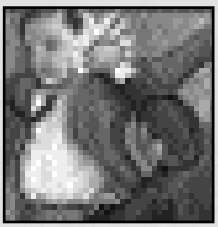


Firearms is used for determining the outcome of any combat, from organized hits to random kills. Firearms is one of the most useful skills, but should be balanced by other skills for the hood to be worth employing.

HINT

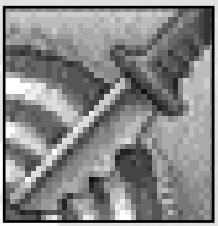
Firearms and stealth are a good combination of skills for a hitman.

FISTS



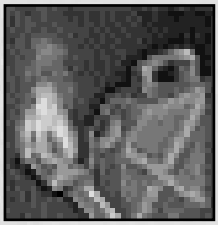
A hood with a good **Fists** rating is useful for assault orders and close combat.

KNIVES



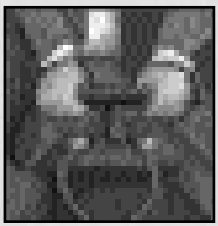
A good **Knives** rating makes a hood useful for quick, silent kills. Try to avoid using them for assaults, as they can be too effective.

ARSON



Arson is the ability of the character to torch buildings. This is distinct from explosives, in that arson is less damaging. Arson is also less expensive and has fewer implications for the popularity of the player.

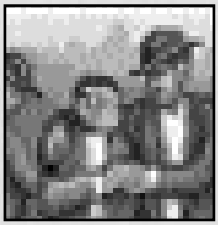
EXPLOSIVES



The key action for the instant removal of building and possibly owner. The **explosives** skill defines how good the hood is at removing whole sections of a block.

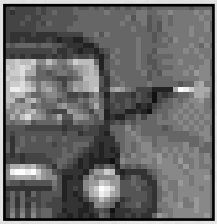
HINT
Look for explosives and stealth when recruiting a bomber

INTIMIDATION



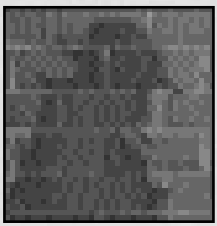
This is a key skill for the business side of the empire. Hoods who are good at **intimidation** are valuable people, since they can establish large amounts of protection money. They can also be used to bring unruly business owners and citizens back in line without the need for violence.

DRIVING



A good driver is always valuable. The higher a hood's **driving** skill, the better they can get out of trouble, and the faster they can get to other places for emergencies.

STEALTH



For any hoods making their way into enemy territory, **stealth** is essential. The more stealthy a hood is, the less chance they have of being recognised or spotted by opponents, and the more easily they can dodge bullets should combat arise.

HINT
Stealth is vital. Any hood may be good at killing, but the ability of the hood to remain undetected is just as important.

APPENDIX 3: WEAPONS

There are five types of firearms available for purchase in Gangsters. You may see Gangsters using knives and baseball bats in the game, but these are supplied by the hoods themselves. Your only concern is to give them the best equipment possible for the jobs you require.

THE PISTOL

The **pistol** is a basic 6 shot revolver. You should try to equip all your hoods with one of these. Although it has the same maximum range as the shotgun, the pistol is only effective at short range.

Cost: $100

THE SHOTGUN

The **shotgun** is a dedicated close range weapon. This repeater is at its most effective at close ranges. Although it can reach further, its power drops off rapidly. At point blank range, it is the most deadly of all weapons.

Cost: $750

THE TOMMY GUN

The Thompson Machine Gun, or **Tommy Gun** as it became affectionately known, is one of the best weapons available in Gangsters. Turned down at first by the police, it was adopted wholesale by the Gangster community, and consequently purchased by the police and the F.B.I. as the only weapon available to counter another Tommy Gun. What the Tommy Gun lacks in accuracy, it more than makes up for with quantity, with 10 bullets leaving the muzzle every second. It is able to out perform most weapons at most ranges. The Tommy Gun is correspondingly expensive.

Cost: $2000

THE RIFLE

The **rifle** has a much greater reach than either the pistol or the shotgun, and is more accurate than either of them except for close up work. A combination of rifles and shotguns can deliver a devastating amount of firepower. This is probably the best solution for patrols and hit squads until Tommy Guns or the Twin Packs of pistols can be purchased.

Cost: $750

TWIN PACK PISTOLS

The **Twin Pack** of pistols is the ultimate weapon. In the right hands, these heavy automatics will out perform every other weapon available. Used correctly, they have the same range and power as the rifle and the Tommy Gun, and are only bettered close up by the shotgun. Shrouded in secrecy, these weapons are rarely available, and must be snapped up at every occasion.

Cost: $3000

EXPLOSIVES

Widely available on the Black Market, the standard **explosives** bundle is enough to remove most buildings. The bundle is equipped with a timer that can be set just long enough for the experienced user to deposit and escape.

These bundles are not to be used by the inexperienced! In the wrong hands, these can easily destroy the user as well as the building.

Cost: $500

APPENDIX 4: VEHICLES

There are three types of vehicles available for purchase in the game, plus an additional vehicle in the police car, which is not available. They differ in their speeds and abilities, and consequently their costs.

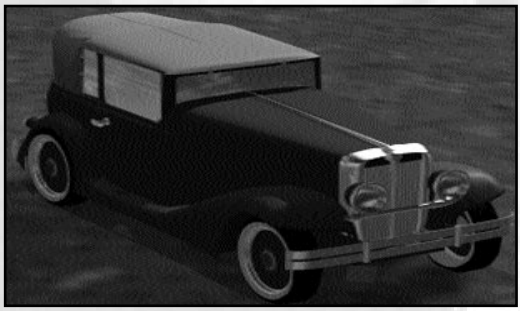
THE COUPE

A family vehicle, available to everyone who wants to take their first steps into luxury motoring.

The **coupé** is the most common vehicle around, and possesses an average performance.

Cost: $3000

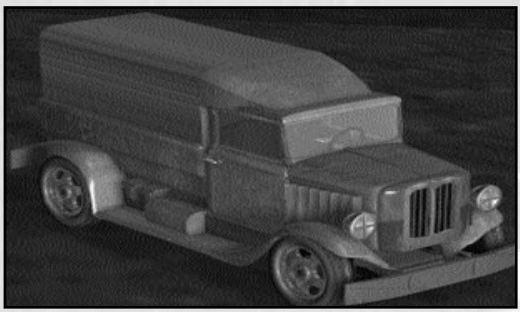
THE SPEEDSTER



The ultimate in transport. These automobiles are seen few and far between, due to the fact that they cost far more than most people earn in a year. **Speedsters** are fast, manoeuvrable and are ideal for those jobs that need to be completed in a hurry.

Cost: $5000

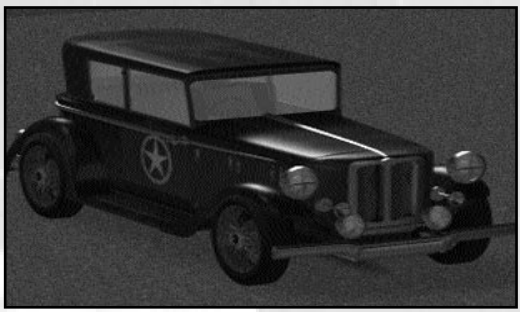
THE TRUCK



When special loads need moving, the **truck** is the beast of burden to do it. The truck can transport large quantities of people and goods. Its one downside is its speed; the truck is barely able to stay ahead of people, let alone another vehicle. These vehicles should be protected whenever possible.

Cost: $3000

THE POLICE CAR



The **Police Car** is not available to the public, be they on the right side of the law or the wrong.

This vehicle is a standard coupé, fitted with more power to give it the ability to catch any other vehicle on the road.

Not for sale

APPENDIX 5: BUILDINGS AND BUSINESSES

There are different types of building in the cities. These all serve a purpose, whether it is to sell goods, provide services to the public or any other function. All the buildings can be placed within a specific group, based on their function.

The various types are usually portrayed differently on the City Plan and the Rooftop View. The buildings in the Street View have very distinct appearances. The descriptions below describe briefly the role of each building type.

The descriptions also contain several tips for success in Gangsters; it is up to you to find them.

COMMERCIAL

The **commercial** buildings are all profit making businesses. They are all at the mercy of market forces, and their profits can consequently fluctuate. Some commercial sites make very little money, even to the extent that some cannot cover much more than the wages of a reasonable hood. A few exclusive businesses break this rule, generating enough money to potentially pay for a whole team. These are prime sites to look out for and include Main Banks and Department Stores.

The commercial center is the area where most people spend the week. Whilst this means that these areas make the most money, it also means that robberies and violent actions here generate the most witnesses.

It is up to you to decide which are the better commercial businesses to buy, rather than extort. Whilst department stores and banks are obvious choices, there are other types that benefit from Gangster activity.

INDUSTRIAL

The **industrial** businesses, like the commercial, have their profits governed by the market forces.

The workers in the industrial sites all belong to the unions. In the event of an election, the unions deliver a block vote to the person that controls them.

WAREHOUSES

Warehouses are a special type of industrial business. They do not make money, and can only be used for the storage of goods. Without a warehouse, it is impossible to export any goods.

TENEMENT BLOCKS

Tenement blocks are by far the most common building. They can be treated the same as any other commercial or industrial business, since it is the owner of the building that you can extort or buy out, and not the individual tenants.

The occupants pay rent based on the value of the block, which is in turn reflective of the area. The better the area, the more money they produce.

MUNICIPAL

The **municipal** buildings are the specialist blocks. They provide services to the community, from education and care, to policing and court cases.

You cannot set up municipal businesses; only the city can do this. Be careful when your hoods are in the area of one of these buildings! Damage or injury close to any of these buildings always produces a negative response, whether it is a loss in popularity, or the sudden arrival of large numbers of police.

CHARITY

The **charity** buildings serve as a means of expanding your popularity. The churches and orphanages require funds, to keep the people fed in times of need. Giving money to these places increases your popularity. It is worthy of note that the church leaders continuously preach to their congregation; getting these people onto your side can only have good results.

Another way to improve your popularity is to set up soup kitchens. These must be set up in commercial blocks, and have the immediate effect of making you incredibly popular with the local people. This must be offset against the fact that this business costs money to maintain. Only close them when you have little other choice; shutting down a soup kitchen upsets the population.

ILLEGAL BUSINESSES

Illegal businesses are the special reserve of the mob. These businesses all occupy the central location of the blocks, and require a front for them to operate. The illegal sites either serve to make huge amounts of money, or to supply other businesses with the means to make even more money.

Like all other Gang owned businesses, these require a hood to manage them, and to keep an eye on the money. Unlike the commercial and other legal businesses, even the poorest illegal business can cover the pay of the hood.

Offices are a special type of illegal business. Unlike all other illegal businesses, they do not make money or supply goods. They serve instead as a starting point for your hoods in the working week: Your hoods will always begin the working week at the office closest to the location of their first order.

Operating an illegal business is a crime! Their very presence attracts the attention of the FBI, with all the associated problems you may experience whilst a member of the law department is walking around your territory. Should the FBI agent discover the site, you can expect a raid very soon.

APPENDIX 6: SHORTCUT KEYS

Gangsters incorporates several short cut keys. These are available throughout the game, and are used as a complement to the mouse actions, rather than replacing them.

THE GANG ORGANIZER

Help	?	Lieutenant 6	6
Lieutenant Section	F1	Lieutenant 7	7
Accountant Section	F2	Lieutenant 8	8
Lawyer Section	F3	Open Clipboard	C
Diplomacy Section	F4	Hoods Section	H
Newspaper	F5	Vehicles Section	V
Graphs	F6	Weapons Section	W
City Maps	F7	Confirm	Return / Enter
Game Options	F8	Reject	Escape
Lieutenant 1	1	Load Game	CTRL+L
Lieutenant 2	2	Save Game	CTRL+S
Lieutenant 3	3	Messages. (Multiplayer only)	F9 to F12
Lieutenant 4	4		
Lieutenant 5	5	Quit	CTRL+Q

THE WORKING WEEK

Help	?	Accelerate time by one step	>
Pause	P	Decelerate time by one step	<
City Plan	Insert	Remove / Replace buildings	B
Rooftop View	Home	Kill Street Order	F1
Street View	Page Up	Assault Street Order	F2
Toggle Street View / Rooftop View	Space Bar	Tail Street Order	F3
Cycle Gangsters from team 1	1	Go To Street Order	F4
Cycle Gangsters from team 2	2	Cancel Street Order	Escape
Cycle Gangsters from team 3	3	View Combat Messages	F5
Cycle Gangsters from team 4	4	View Gangsters and Police Messages	F6
Cycle Gangsters from team 5	5	View Failed Order Messages	F7
Cycle Gangsters from team 6	6	View Waiting / Priority Messages	F8
Cycle Gangsters from team 7	7	Messages. (Multiplayer Only)	F9 to F12
Cycle Gangsters from team 8	8	Quit	CTRL+Q

Deaths
This page is dedicated to those who have lost their lives in the crime wave sweeping our fair city.
Benjamin "Lucky" Benfield, killed in the fire at the Office at the center of Jamaica Ave. Ogden St. Magnolia - Bowmanville St.
New Tri
Post
BENJAMIN "LUCKY" BENFIELD DIES IN FIRE ON OGDEN ST

CREDITS

CREDITS

HOTHOUSE CREDITS

Gangsters is based
on an original concept by
Peter Moreland & **Rob Davies**.

The mobsters running
the operation throughout were:

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Programming
Tim 'Hanson' Mann

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Programming
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Production of Cinematic Sequences by
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HOTHOUSE CREDITS

The Gang would like to thank:

Rob and his band of Cutthroats, Steve and his brood of Abominations, Gina Silman, Justin Manning, Leigh Atley, Nathan Hook.

Adrian 'Snakey' Smith, Audra 'Gunner' Kirk, Andy 'Geezer' Johnson, Charles Cornwall, Charlotte 'Da Babe' De Baeza, Darren 'Dazza' Hedges, David 'Fluffy' Burton, Debbie 'Luscious' Lash, Flavia 'Pitbull' Timiani, Frank Parker, Grant 'Fat Boy' Dean, Ian 'Lucky' Livingstone, Janet 'Bombay' Swallow, Jeremy Heath-Smith, Jo Nicklin, John 'Johnny D' Davis, John 'Kav' Kavanagh, Jonathan 'Manilow' Kemp, Jonathan Lees, Jonathan 'Petal' Rosenblatt, Kirstie Milne, Leah Owens, Lee 'Badluck' Briggs, Mike McGarvey, Michael 'The Suit' Souto, Nick 'The King' Davies, Noel 'Skip' Shields, Paul 'Gats' Glancy, Paul 'H' Hyslop, Rashon 'Mac' Chowdhury, Ray 'Rockin' Smith, Rebecca 'Pumpkin' West, Rose 'Fifi' Montgomery, Steve Hickman, Steve 'Power Ball' Starvis, Tim Brion, Toni Mount, Tony ' Whiskers' Bourne.

Frank 'Rack 'em' Hom, Gary 'All World' Keith, James 'Pit Pip' Poole, Kelly 'Baby Face' Zavislak, Paul 'Go Cal' Baldwin, Susan 'Golden Voice' Boshkoff, Tricia 'Straight Edge' Gray, Mike McHale.

Beco Mulderrij, Kay 'Flowers' Lankarany, Knut 'Vampire' Bergel, Rolf Duhnke, Sascha Green-Kaiser, Lars Wittkuhn, Volker Rieck.

Florent 'Dr' Moreau, Patrick 'Sauve' Melchior, Priscille Démoly, Stéphan Gonizzi, Stéphane Cormier.

and all the hoods in Eidos QA.

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Localisation Manager
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Will Jeffries (Maverick Media),
Nigel Barton (Maverick Media),
Robbie Burns Promotions,
A Creative Experience.

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NOTES

NOTES

NOTES

CINEMA PROGRAM

The Edition

SPECIAL

EVENING EDITION

MASSACRE

During the height of prohibition and the never-ending competition between Gangster rivals Al "Scarface" Capone and George "Bugs" Moran, bloody warfare was nothing new to the authorities of Chicago.

St. Valentine's Day Massacre, Gangdom's Worst, Unsolved

Chicago Marks Sixth Anniversary of Crime That Climaxed Warfare Between Rival Whisky Barons.

However, investigators on the scene found the Valentine's Day Massacre to be somewhat puzzling. The victims were mobsters, with an endless supply of weapons and well known capability for brutality. Why would they turn their backs and face the wall for anyone without putting up a fight? That was one of many questions to be answered. Another question came about after an eyewitness gave her account of what happened on that night in 1929. She lived directly across the street and had a perfect view of the garage. She claimed to have seen two uniformed policemen exit the garage while escorting two plain clothed men who held their hands up in the air, as if they were under arrest. Of course, this comforted the shaken woman, thinking that the loud gun fire that she had just heard had been resolved and the parties responsible were being taken into custody. However, the Chicago police had no record of any such activity at 2122 Clark Street until they arrived on the scene to find the horrifying blood bath. When it comes to suspects, a murder mystery can run the gamut of possibilities.

In the case of The Valentine's Day Massacre, the person with the most motive was not difficult to come by. Although he claimed to be in Florida at the time of the murders, Al Capone was, without hesitation, the one and only suspect in this infamous crime. Thanks to prohibition, Capone had become the crime czar of Chicago, running gambling, prostitution and bootlegging rackets while continuously expanding his territories by getting rid of rival Gangs. Capones fortune was estimated at $60,000,000. That kind of money gave Al Capone one of the oldest and most common motives in murder mystery history. He had to take down "Bugs" Moran at any cost. But as one of the leading Gangsters in Chicago, Moran was not an easy person to get rid of. So in order to get rid of Moran, Capone chose to start at the bottom and get rid of Moran's outfit, leaving him defenseless. When the bodies were discovered splattered on the floor of the garage, it seemed at first glance, that not one single person could have survived the force of the attack. However, this proved to be untrue, when one investigator on the scene found Frank Gusenberg lying amongst the bloody corpses, breathing heavily and choking on his own blood. Immediately, the unconscious victim was taken to the hospital where investigators waited with anticipation for their only possible lead to wake up and finger the men who were responsible. Their greatest fear was that he would die before they had the opportunity to question him, but eventually he did wake. When he was asked for the identity of the killer, he simply stated "I'm not gonna talk," before he laid his head back and died. Without Frank Gusenberg's testimony and with only a few eye witnesses outside the garage, the investigators had to return to the scene of the crime and try to piece the murder together with what information they had.

After a re-enactment of the crime, authorities concluded that the two men dressed as policemen entered the garage and acted as if they were police on a routine investigation. The Moran outfit automatically assumed that they were policemen on a routine sting. It was obvious that they didnt suspect anything questionable with the two uniformed killers or they certainly would have never been killed without a fight. But as it was, the mobsters seemed to have cooperated with the costumed officers and consequently let the fake policemen disarm them and force them up against the wall. As soon as their backs were turned, the two men in plain clothes entered with guns and shot them down.

Therefore, the eye-witnesses were somewhat accurate when they claimed to have seen two policemen arresting two men. What they had actually seen was four brutal murderers making their cleverly planned get away. If a neighbour or neighbours looked out after such rapid and explosive gunfire, what better way to calm their nerves, by letting them think that everything was under control. And indeed it was under control. The mysterious killers drove away into the night, long before anyone thought to call the police, because the neighbours saw from their windows that the police were already there.

As any mystery lover knows, a murder mystery would not be complete without a clear and well defined conclusion, but in the case of the St. Valentine's Day Massacre, it has every element of the mystery, but the ending. Al Capone was never arrested for the crimes; the mysterious gun men were never identified and Capone never graced a reader or interested member of the public with an over dramatic confession. Instead, he was blandly indicted for tax evasion some years later and spent seven years in prison only to be released to retire in Florida, where he died from Syphilis in 1947.

In many respects, the Valentine's Day Massacre follows the perfect mystery blueprint up to the end. Although Capone never went into complete detail on the events of the massacre, perhaps he did allude to his future plans for that bloody Valentine's Day in 1929. A few months prior to the murders, Al Capone mentioned to a fellow "associate" his plan to take down Moran. Capone was told by the "associate" that he would have to kill a lot of people in order to get to "Bugs" Moran. It is rumoured that Capone replied by simply saying: "I'll send flowers."

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